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NINTENDO 64

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TACTICS FOR EVERY BATTLE MODE!
HOW TO EARN RARE POKéMON!

Complete PokéDex • Exclusive Combination Attacks • Earn All 80 Medals

VERSUS BOOKS™

VOLUME 24

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STADIUM 2 BATTLE BASIC TRAINING

IF YOU'VE PLAYED...

the original Pokémon Stadium™, there are a few new tricks you need to learn. This updated version features lots of new Pokémon, new Trainers to battle against, a great Library and classroom area, awesome new Mini-Games, and lots of other extras. But best of all, the excellent gameplay you're likely familiar with from the original version has only been altered a little to allow for some new Combination Moves.

RENT OR OWN?

Rental Pokémon are inherently weaker than Pokémon you raise yourself in the various Game Boy® Game Paks. Pokémon you raise from eggs will end up with the best possible stats. You can make it through the first Round of the Stadium Cups with the rental Pokémon, but it will be a struggle. Once you get to Round 2, you're going to need your own Pokémon to become the champ. We'll give you our suggestions, in both cases, for building a diverse team, but you're always welcome to bring along your favorites.

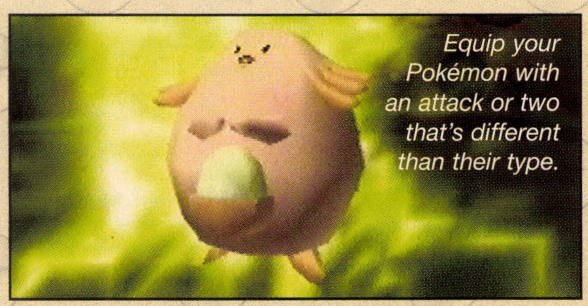
Use the 64 Transfer Pak™ to bring your own Pokémon into the game, and you'll be much better off.

MOVIN' ON UP (OR DOWN)

Status-changing attacks are very useful to reduce your opponent's accuracy, lower their attack stats, lower their defense, etc. They're especially useful when you know you're going to take a hit, or you'll need to hit your opponent more than once to knock them out.

DIVERSITY IS THE KEY

The key to a good team is not only Pokémon of different types, but Pokémon that have attacks of different types. Keep in mind that an attack coming from a Pokémon of the same type will be stronger than that same attack from a different type. In other words, an Electric-type attack is more powerful when used by an Electric-type Pokémon than if it's used by a Pokémon that isn't Electric-type, but it's also less expected by your opponent.



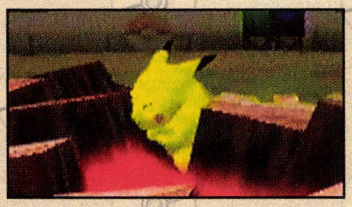
Equip your Pokémon with an attack or two that's different than their type.

STAT CHECK!

Be aware of your opponent's relative Special Defense and physical Defense stats, then use the attack you have that's more likely to hit them harder.

SHAKE IT UP!

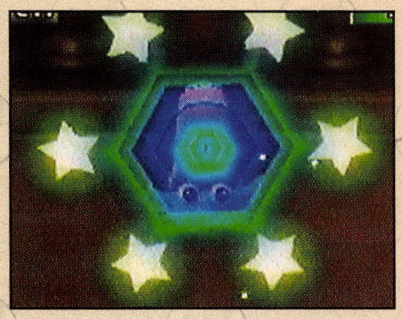
Earthquake is a popular attack from many of the opponent Pokémon in the various cups, and it's a very strong Ground attack. Be sure to have a Pokémon on your team that is resistant to powerful Ground attacks like Earthquake, such as Grass, Bug or Flying type Pokémon.



Beware of the ground-shattering Earthquake attack!

PROTECT/DETECT

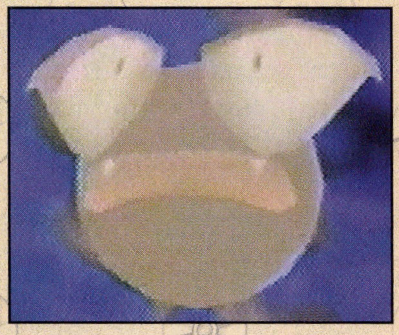
When an opponent has just executed the first part of a two-part attack (Solarbeam, Fly, Dig, Sky Attack), use Protect or Detect to prevent the attack from hitting you, or use a Fly or Dig attack yourself so you won't be in the line of fire when the second part of their attack is completed.



You can quickly turn a hard hit into a miss by using Detect or Protect to dodge them in mid-attack.

WHAT'S YOUR TYPE?

Pokémon Types are the most critical stat to pay attention to. Use the Combat Type Chart in the inside back cover of this guide to compare the type of your Pokémon to your opponent. If you're strong against them, fight! If you're weak against them, sub out to someone stronger.



If you're strong against your opponent, your attack could have up to four times its regular strength.

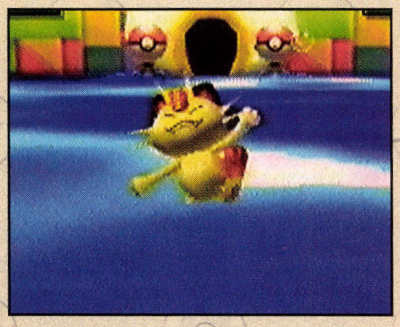
MATCHMAKER, MATCHMAKER

If a battle begins and you notice your Pokémon is weak against your opponent, you should always choose to switch to someone stronger, even though your opponent will then be able to attack first. Better to save the mismatched Pokémon for a battle they can survive.

Often the attack your opponent will throw at your Pokémon before subbing out will be one strong against them, so try to sub in a Pokémon that can withstand that attack type.

SACRIFICIAL POKéMON

If a Pokémon is weak and likely to be knocked out on the next hit, you may be better off letting that Pokémon get knocked out instead of switching to another Pokémon, so the next Pokémon you bring in won't have a guaranteed hit against them. The only drawback to this when fighting in the Stadium Cups is if you can win a battle without losing any Pokémon, you'll receive a continue that will be very valuable later in the cup when you're fighting tougher opponents.

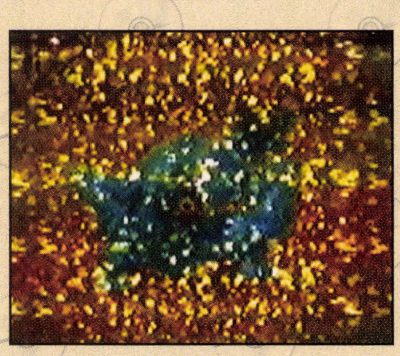


Better to let a Pokémon go if it's almost gone, than to sub it out and make your next Pokémon take a hard hit.

Combination Attacks

THE WORLD FAMOUS ONE-TWO PUNCH... POKéMON STYLE

Combination Attacks are a new feature to Pokémon Stadium 2. You can use one attack to set up for the second, making it much more effective. Several are mentioned in the Classroom, which we have reviewed here. There are others to discover on your own.



With Combination Attacks you can greatly increase your power using attacks of average strength.

ACCURACY COMBO: Use Lock-On or Mind Reader, then a strong attack with low accuracy (like Dynamicpunch or Zap Cannon) and it will become more accurate.

ENDURANCE: Use Endure to guarantee you'll be left with at least 1 HP even if your opponent could knock you out, then use Flail or Reversal, which gain strength depending on how low your HP is (both will be super powerful). Or you can use Pain Split, which will combine your HP and your opponent's HP, then give half to each. You should only attempt these with very fast Pokémon, otherwise you could get knocked out before you have a chance to use the second half of the combo.

RAIN DANCE AND SUNNY DAY COMBOS

Changing the weather can greatly change the outcome of the battle.

There are several combos that begin with either Rain Dance or Sunny Day, and will make the follow-up attack much stronger. Both of these starting attacks will last for five turns, unless your opponent cancels it out with the other.

With Sunny Day Fire becomes 1.5 times stronger and Water becomes half as strong. Moonlight, Morning Sun and Synthesis all recover twice as much. Two-turn moves, like Solarbeam, can attack in one turn. Thunder becomes about 50% accurate (normally 75%). Freeze attacks don't work.

After Rain Dance, Fire becomes half as strong and Water becomes 1.5 times stronger. Moonlight, Morning Sun and Synthesis only recover half as much. Solar Beam damage becomes half. Thunder is automatic (100% accuracy).

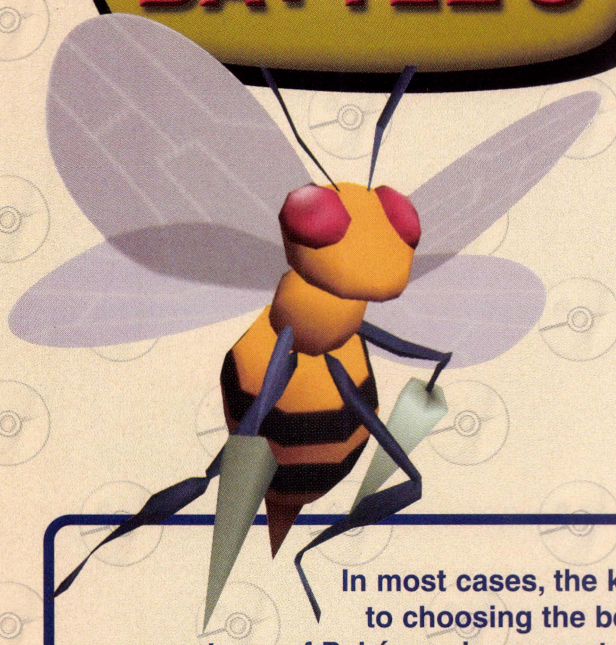
DEFENSE CURL/ROLLOUT

Geodude, Marill, Donphan and Phanpy are a few of the Pokémon that can put this combo to good use. Defense Curl raises your defense. Rollout is a Rock attack that lasts for five turns, with an increase in strength each turn.

RECOVERY COMBO

Use Belly Drum or Curse, which takes off half your energy, then use Recover or Rest to get energy back. Belly Drum maxes out Attack. With Curse, you cause your opponent to lose HP each turn. If you use Rest, you can follow up with Snore or Sleep Talk to attack your opponent while you're sleeping. Or use Awakening to wake up after you sleep, with HP recovered, and you'll be ready to attack.

CLASSROOM SKILL TEST BATTLES



In most cases, the key to choosing the best team of Pokémon is concentrating on their available attack types, not just the Pokémon's type.

THE NEW CLASSROOM ...

feature provides you with a stadium full of knowledge so you can quickly become a Pokémon master. Read through the lecture, concentrating on the checkmarked items that contain valuable information you'll need for the test. Take the Wisdom Test and pass with a score of 8 or more correct answers, then head for the Skill Test where you'll face off against multiple trainers to see if you can pick the correct three Pokémon out of six to choose from.

In this section we'll help you choose the right Pokémon and explain why, just in case you're having trouble or you want to review what you've learned. We've marked the best Pokémon with a gold star, just to make them feel special.

When you choose the correct three Pokémon and win the battle, you'll receive a star on that trainer. If you choose the wrong Pokémon and still win the battle, you'll see a fire symbol on that trainer and you'll need to battle them again with the correct Pokémon to earn your star for that lesson.

Trainer Class Battles

Meganium

Parasect

Weepinbell

Jumpluff

Sunflora

Exeggutor

YOUR POKéMON

Growlithe

Kabuto

Pupitar

Pidgeotto

Quagsire

Beedrill

The choice Pokémon for this first battle are Growlithe, Pidgeotto and Beedrill. These fire, bug and poison type Pokémon will put up the best fight against your opponent's Grass types.

Flareon

Charmeleon

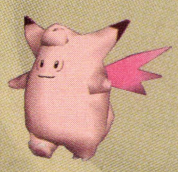
Ninetales

Magmar

Quilava

Arcanine

YOUR POKéMON


Clefable

Furret

Persian

Stantler

Aipom

Miltank

All of the opponent's Pokémon are Fire-types, and all your Pokémon are Normal-types. You want to pick the Pokémon in your team that have the best attacks that are powerful against Fire-types (Surf, Rollout, Earthquake).

Umbreon

Steelix

Donphan

Sneasel

Scizor

Golem

YOUR POKéMON

Bellossom

Ampharos

Magmar

Hypno

Weezing

Hitmonlee

Their entire team is weak against fighting attacks, and some of them are weak against fire or grass. A team of Bellossom, Magmar and Hitmonlee will give you a well-balanced force to be reckoned with.

Cloyster

Grimer

Tentacool

Mr. Mime

Tentacruel

Muk

YOUR POKéMON

Pidgeot

Dragonair

Pinsir

Corsola

Hitmonlee

Murkrow

Choose Dragonair, Pinsir and Murkrow solely for their special attacks of Seismic Toss, Dragon Rage and Nightshade. With these three attacks you can easily knock out all of your opponents, regardless of their type or defense.

Houndoom

Ivysaur

Houndour

Meganium

Exeggutor

Venusaur

YOUR POKéMON

Croconaw

Seaking

Aerodactyl

Dugtrio

Delibird

Raticate

Your opponent has powerful attacks like Solarbeam and Skull Bash, so you want to pick Pokémon with fly and dig attacks.

Slowbro

Snorlax

Furret

Quagsire

Slugma

Slowking

YOUR POKéMON

Girafarig

Lickitung

Dewgong

Granbull

Magmar

Fearow

Your opponent's Pokémon have strong normal physical attacks. The enemy's strength is their defense against special attacks, therefore you want to choose a team with strong physical attacks.

Charmeleon

Quilava

Horsea

Pidgeotto

Gligar

Aipom

YOUR POKéMON

Lickitung

Noctowl

Golbat

Flaaffy

Eevee

Togetic

You want to pick Pokémon that have special attacks which can neutralize the playing field. Haze, Foresight and Swift will be useful against opponents that attack your stats.

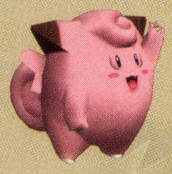
Gym Leader Class

Kangaskhan

Snubbull

Ursaring

Miltank


Clefairy

Stantler

YOUR POKéMON

Lanturn

Exeggutor

Gastly

Butterfree

Raichu

Jumpluff

Choose the only three Pokémon you have with damaging attacks (Waterfall, Thunderpunch, Dream Eater), then use those against your opponent's Normal-types.

Murkrow

Haunter

Misdreavus

Gastly

Magcargo

Gengar

YOUR POKéMON

Primeape

Mankey

Poliwhirl

Nidoking

Poliwrath

Politoed

Start this battle with Primeape to knock out Murkrow, then use Poliwhirl or Politoed and the Belly Drum attack for the next two. This attack removes half your max energy, but maxes out your attack. Hit them with a ground attack, then Rest to recover all your energy.

Gyarados

Bellossom

Meganium

Sunflora

Tangela

Magcargo

YOUR POKéMON

Quagsire

Mareep

Wooper

Electabuzz

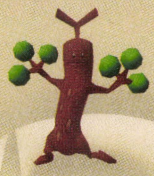
Kingler

Spinarak

Use Surf (Wooper) against Fire, Poison (Spinarak) against Grass, and Electric (Mareep) against Water/Flying. Spinarak has a double defense advantage; the other two have double attack.

Dragonite

Dugtrio


Sudowoodo

Steelix

Golduck

Skarmory

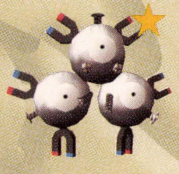
YOUR POKéMON

Hitmontop

Seadra

Porygon

Arbok

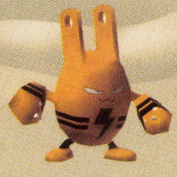

Magneton

Aerodactyl

Use Seadra's Twister against Dragonite and Golduck, even when they're flying. Use Lock-On/ZapCannon against Golduck and Skarmory. Use Magneton's eye-pleasing Lock-On and Electric attacks against Skarmory. Aerodactyl's earth-shattering Earthquake will quickly defeat any ground Pokémon, even if they Dig, plus its flying ability keeps it safe in the sky.

Chansey

Ledyba


Elekid

Clefairy

Ledian

Blissey

YOUR POKéMON

Staryu

Gengar

Alakazam

Mr. Mime

Hypno

Jynx

Your opponent is strong against special attacks, so pick Pokémon that have strong physical attacks. Use Staryu against Ledyba and Ledian, but keep it away from Elekid. Use Normal attacks from Jynx and Mr. Mime against any of the non-bug opponent's.

Elite Leader Class

Gyarados

Remoraid

Muk

Seadra

Kingler

Magcargo

YOUR POKéMON

Pikachu

Raichu

Sandslash

Cubone

Marowak

Shuckle

Both Pikachu and Raichu have the Light Ball item, but only Pikachu can use it (to increase its Thunderbolt attack greatly), so its a good pick. Cubone's Thick Club item will increase its Ground attack strength. Shuckle, with its Focus Band, can withstand many hits, making it ideal for wearing down the heavy hitters.

Machamp

Electabuzz

Scizor

Bellossom

Primeape

Pinsir

YOUR POKéMON

Furret

Scyther

Raticate

Houndoom

Raichu

Typhlosion

Speed is the key to winning this battle. All of your Pokémon have an attack (Endure) that will leave them with at least 1HP in the event of a strong attack, giving them another round to fight, but they'll only be effective if they can attack first. Start off with Scyther or Raichu and their special move of Agility to increase your speed. Use Agility on your first turn, then Endure on the second to retain at least 1HP. On your second turn, use the Fighting attack of Reversal to hit your opponent while they're defenseless. If it appears you can knock your opponent out with the next attack, use Reversal again. Otherwise, use Endure again to build up your Defense so you can survive your opponent's next attack.

Dragonite

Arcanine

Flareon

Magmar

Typhlosion

Tyranitar

YOUR POKéMON

Poliwrath

Pineco

Hitmonlee

Golem

Rhydon

Steelix

Combination Attacks become a necessity in this lesson. They're new to Pokémon Stadium 2, and add interesting new strategies to how you train your Pokémon. Steelix has a combination that will match up against Dragonite; Poliwrath matches up with Tyranitar, and Golem can handle any of the Fire types you may encounter.

Starmie

Slowbro

Kingdra

Golduck

Octillery

Staryu

YOUR POKéMON

Gyarados

Exeggutor

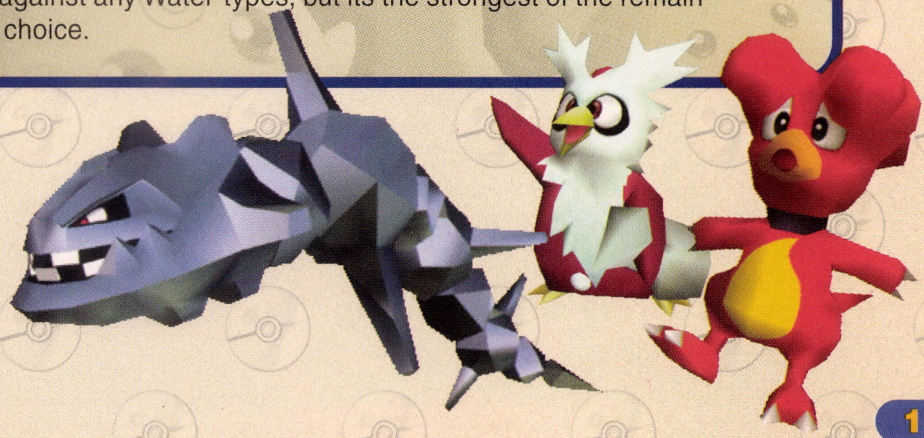
Magmar

Houndoom

Jumpluff

Dodrio

Once again the Combination Attacks come into play, but now you'll learn how to defend against them, too. Equip all of your Pokémon with a Paralyze Cure Berry, which you'll need if you're hit by your opponent's Rain Dance/Thunder combination. Use Sunny Day to rid the stadium of rain, only the three chosen Pokémon can do this move. Houndoom and Jumpluff have the Solarbeam attack, while Exeggutor has a similar Synthesis move. Either of these attacks make a devastating combination when used with Sunny Day. Use Synthesis to recover more HP than usual. Exeggutor is also the only Pokémon with Stomp, which is a perfect match for Staryu and Starmie's Minimize moves. Bust out Jumpluff against any of your opponent's Water-type Pokémon. Houndoom isn't especially useful, and is especially weak against any Water-types, but its the strongest of the remaining four, so its your final team choice.



STADIUM TIPS
LITTLE CUP

YOU'LL BE ABLE TO CHOOSE SIX

Pokémon from a total of 86 rental Pokémon available, or you can upload any Pokémon that qualifies from your Game Boy Game Pak using the Transfer Pak. We'll give you some tips on which Pokémon to train and bring in to make the battle easier (see below). Because the Pokémon you train may vary from ours, we'll also do our best to walk you through Round 1 of each cup using only rental Pokémon (see bottom of page).

BRING YOUR OWN...

The rental Pokémon are typically weak compared to Pokémon you've raised and trained yourself in the Game Boy Game Paks, so you're better off bringing your own into battle. You may be able to survive the first round of cups using rentals, but for the second round you'll need the heavy hitters.

PONYTA (Fire)
Fire Blast, Iron Tail, Sunny Day, Attract

ONIX (Rock/Ground)
Earthquake, Crunch, Screech, Strength

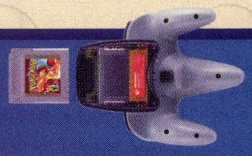
ABRA (Psychic)
Shadow Ball, Psychic, Flash, Thunderpunch

VOLTORB (Electric)
Flash, Rain Dance, Toxic, Thunder

HORSEA (Water)
Surf, Blizzard, Swift, Rain Dance

ODDISH (Grass/Poison)
Solarbeam, Sunny Day Giga Drain, Sludge Bomb

OUR TOP RENTAL PICKS



ABRA (Psychic)
We call it "the great finisher". It almost always attacks first, even as a rental Pokémon. It's great to save in the back of your team, to bust out when you've knocked out a few of your opponent's Pokémon and have lost a few of yours. Abra can usually finish the job. It has a very strong Psychic attack along with a very high Special Attack stat, which makes it a powerful hit even if your opponent isn't weak against it.

SUNKERN (Grass)
This is one of our favorite new Pokémon. Sunkern has two different types of attacks, Grass and Poison, which makes it very versatile. It doesn't have the weakness of a dual type, because it's only Grass-type, but it has the ability to use attacks of two types. It's strong against Ground-, Rock-, Water- and Grass-type Pokémon.

MACHOP (Fighting)
It has dual type attacks without being dual type, just like Sunkern. This makes it strong against Normal, Fire, Electric, Ice, Poison, Rock, Dark and Steel!

LARVITAR (Rock/Ground)
Larvitar helps balance out the team with its Rock/Ground-type. It's strong against Fire, Ice, Flying, Bug, Electric, Poison, Rock and Steel!

VOLTORB (Electric)
Voltorb is super fast, and has a super strong electric attack, which works great against the many Water- and Flying-types in this cup.

HORSEA (Water)
It has a strong water attack that comes in handy during several battles, especially against Ground-, Rock- and Fire-type Pokémon.

Little Cup • Round 1

TRAINER: **YOUNGSTER BERNIE**

POKéMON:

TOGEPI	**Normal**
OMANYTE	**Rock/Water**
SUNKERN	**Grass**
SLUGMA	**Fire**
SQUIRTLE	**Water**
MANKEY	**Fighting**

WEAKNESSES:
Grass, Fighting, Psychic

RENTAL PICKS:
SUNKERN
MACHOP
ABRA

This is a straightforward battle. Start with Sunkern — it should be able to fend off most of your opponent's Pokémon. Keep Abra handy to clean up any leftovers.

TRAINER: **PICNICKER STACY**

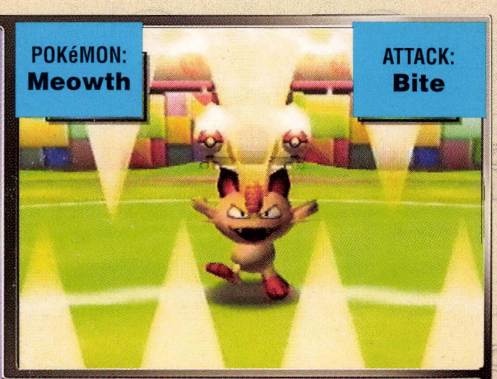
POKéMON:

IGGLYBUFF	**Normal**
SNUBBULL	**Normal**
MEOWTH	**Normal**
PIDGEY	**Normal/Flying**
RATTATA	**Normal**
TEDDIURSA	**Normal**

WEAKNESSES:
Fighting, Rock, Steel

RENTAL PICKS:
MACHOP
LARVITAR
ABRA

Meowth has strong stats in this battle, and it will almost always make you flinch with its Bite attack, making it tough to beat. Machop can knock most Normal-type Pokémon out with one hit using its Vital Throw attack.



TRAINER: **CAMPER GRANT**

POKéMON:

CHIKORITA	**Grass**
TOTODILE	**Water**
CYNDAQUIL	**Fire**
DIGLETT	**Ground**
CHINCHOU	**Water/Electric**
BELLSPROUT	**Grass/Poison**

WEAKNESSES:
Grass, Ice, Psychic

RENTAL PICKS:
SUNKERN
MACHOP
ABRA

Sunkern can use its Grass attack against Water and Ground types, and Poison attacks against everyone else, making it likely to take out the opponent's entire lineup. If it doesn't, bring in Abra to finish the job.

THE MORE YOU KNOW...POKéMON FOR RENT?

You can check out the full list of Pokémon available for rent, and compare their attacks and stats, by checking the Rental Charts in this book. See page 74.

TRAINER: **POKéFAN JANET**

POKéMON:

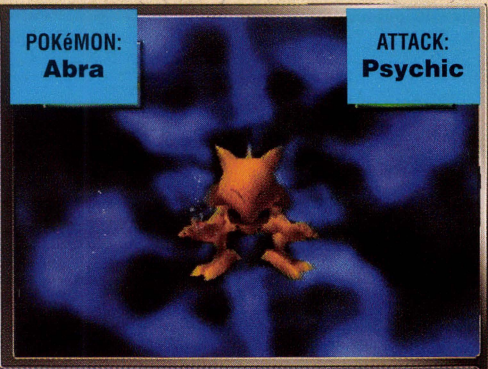
TYROGUE	**Fighting**
PARAS	**Bug/Grass**
GEODUDE	**Rock/Ground**
SPINARAK	**Bug/Poison**
ZUBAT	**Poison/Flying**
SANDSHREW	**Ground**

WEAKNESSES:
Psychic, Rock, Flying

RENTAL PICKS:
ABRA
LARVITAR
HORSEA

Paras and its Bug type attacks are your biggest threat against Abra. Larvitar can knock it out with one rock-type attack, but watch out for Paras' favorite Spore attack that puts you to sleep. Spinarak is another threat, being strong against Abra, but Abra should have the speed to go first, and can knock it out with one hit.

POKéMON: **Abra**
ATTACK: **Psychic**



TRAINER: **SCHOOLBOY CLARK**

POKéMON:

MAREEP	**Electric**
EKANS	**Poison**
NATU	**Psychic/Flying**
GROWLITHE	**Fire**
SMOOCHUM	**Ice/Psychic**
LARVITAR	**Rock/Ground**

WEAKNESSES:
Ground, Rock, Fighting

RENTAL PICKS:
MACHOP
ABRA
LARVITAR

Machop is strong against four Pokémon using its Ground attack and two using its Fighting attack, making its only weak against Natu. Larvitar has useful Ground and Rock attacks. Abra is the great finisher here with its strong Psychic attacks. Watch out for Larvitar's incredibly powerful Earthquake attack from your opponent.

POKéMON: **Growlithe**
ATTACK: **Flame Wheel**

TRAINER: **SWIMMER♀CORA**

POKéMON:

CLEFFA	**Normal**
DRATINI	**Dragon**
HOOTHOOT	**Normal/Flying**
ODDISH	**Grass/Poison**
WOOPER	**Water/Ground**
KABUTO	**Rock/Water**

WEAKNESSES:
Fighting, Electric

RENTAL PICKS:
SUNKERN
MACHOP
ABRA

Watch out for Dratini's Ice, Water and Dragon attacks. Your only strong attacks against it are Dragon or Ice. Throw Sunkern at Kabutops and hit it with the Gigadrain to knock it out and grab plenty of HP, if you need it.

POKéMON: **Dratini**
ATTACK: **Dragon-Breath**

TRAINER: **TEACHER TINA**

POKéMON:

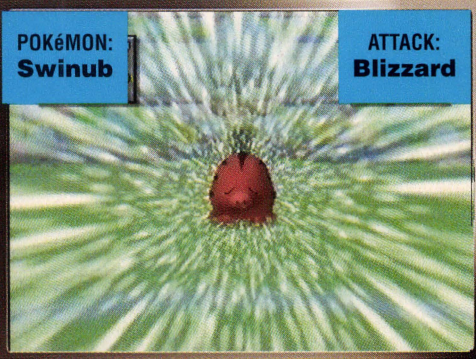
ELEKID	**Electric**
SENTRET	**Normal**
VULPIX	**Fire**
EEVEE	**Normal**
SCYTHER	**Bug/Flying**
SWINUB	**Ice/Ground**

WEAKNESSES:
Fighting, Rock/Ground (dual), Fire, Water

RENTAL PICKS:
MACHOP
LARVITAR
ABRA

Avoid putting any Rock-types up against Swinub's Ice-type. Horsea is a possible substitution for Abra if you're having trouble winning this battle — especially against the otherwise challenging Swinub.

POKéMON: **Swinub**
ATTACK: **Blizzard**



TRAINER: **POKéFAN REX**

POKéMON:

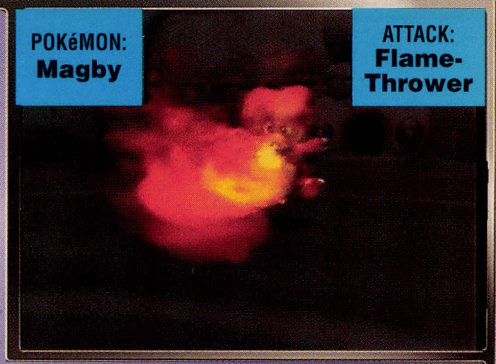
PICHU	**Electric**
GASTLY	**Ghost/Poison**
MAGBY	**Fire**
CHANSEY	**Normal**
POLIWAG	**Water**
ABRA	**Psychic**

WEAKNESSES:
Ground, Fighting, Normal, Ghost

RENTAL PICKS:
ABRA
MACHOP
LARVITAR

All of these Pokémon have strong defense against special attacks. Gastly is the toughest foe this time around, and will likely be one of your opponent's choices. Send out Abra against it to increase your chance of success.

POKéMON: **Magby**
ATTACK: **Flame-Thrower**



Little Cup • Round 2

FOR THE SECOND ROUND it becomes even more crucial to have Pokémon with a diverse selection of attacks. Our same team survived Round 2, too.

PONYTA
(Fire)
Fire Blast, Iron Tail, Sunny Day, Attract

ONIX
(Rock/Ground)
Earthquake, Crunch, Screech, Strength

ABRA
(Psychic)
Shadow Ball, Psychic, Flash, Thunderpunch

VOLTORB
(Electric)
Flash, Rain Dance, Toxic, Thunder

HORSEA
(Water)
Surf, Blizzard, Swift, Rain Dance

ODDISH
(Grass/Poison)
Solarbeam, Sunny Day Giga Drain, Sludge Bomb

TRAINER: **YOUNGSTER BERNIE**

POKéMON:

VENONAT	**Bug/Poison**
PINECO	**Bug**
VOLTORB	**Electric**
MACHOP	**Fighting**
EXEGGCUTE	**Grass/Psychic**
RHYHORN	**Ground/Rock**

WEAKNESSES:
Fire
Psychic

OUR TEAM:
ABRA
PONYTA
HORSEA

Abra can knock out all of these fools. Machop has Dig. Pineco has Lightscreen, Giga Drain (strong against Ground and Rock) and Double-Edge. Rhyhorn has Rock Slide and Earthquake.

TRAINER: **PICNICKER STACY**

POKéMON:

HORSEA	**Water**
PHANPY	**Ground**
BULBASAUR	**Grass/Poison**
GOLDEEN	**Water**
SPEAROW	**Flying**
CYNDAQUIL	**Fire**

WEAKNESSES:
Grass
Ice
Water

OUR TEAM:
HORSEA
VOLTORB
ABRA

Phanpy has Earthquake and a healing item, and seems to start first often, so start with Horsea's Hydro Pump to knock Phanpy out. Horsea is also strong against Cyndaquil, but weak against the rest. Match Abra to Bulbasaur, and Voltorb to the rest. Spearow has Sky Attack, so if you have Detect use it after Spearow begins this attack. Cyndaquil has Fire Blast.

TRAINER: **CAMPER GRANT**

POKéMON:

HOPPIP	**Grass/Flying**
WOOPER	**Water/Ground**
DIGLETT	**Ground**
TEDDIURSA	**Normal**
MEOWTH	**Normal**
PSYDUCK	**Water**

WEAKNESSES:
Grass
Ice

OUR TEAM:
ODDISH
PONYTA
ABRA

Most of his team has Swagger, so be ready to knock yourself out a few times unless you use Safeguard. Meowth has Shadow Ball (Ghost-type), a strong hit to Psychics. Hoppip has Gigadrain (strong against Water, Ground and Rock) and Lightscreen. Psyduck has Aurora Beam (strong against Grass, Ground, Flying and Dragon), but remember it's weak against Grass attacks — don't let the name confuse you; it's not Psychic type.

TRAINER: **SWIMMER♀ CORA**

POKéMON:

POLIWAG	**Water**
ABRA	**Psychic**
MAREEP	**Electric**
CUBONE	**Ground**
DRATINI	**Dragon**
CHARMANDER	**Fire**

WEAKNESSES:
Water
Ice
Ground

OUR TEAM:
ONIX
HORSEA
VOLTORB

Onix is strong against Charmander, Mareep and Abra. Horsea's ready to take on Charmander, Cubone and Dratini. Put Voltorb up against Poliwag, or to finish off anyone who survives another battle. Watch out for Abra's Thunder Wave - learned from either Red, Blue or Yellow using TM 45. It also has a Psychic attack up its sleeve. Cubone has Rock Smash.

TRAINER: **POKéFAN JANET**

POKéMON:

LEDYBA	**Bug/Flying**
MAGNEMITE	**Electric/Steel**
GASTLY	**Ghost/Poison**
HOUNDOUR	**Dark/Fire**
SPINARAK	**Bug/Poison**
SEEL	**Water**

WEAKNESSES:
Ground
Fire
Rock

OUR TEAM:
ONIX
PONYTA
ABRA

Spinarak has Double Team, which increases its evasion stat. Seel has Surf, which can be fatal against any Fire, Ground and Rock Pokémon, and quadruple OK against Rock/Ground. Seel has Double Team and Perish Song. Gastly has Curse. Ledyba has double team, but remember a Rock attack is quadruple OK against its dual type.

TRAINER: **TEACHER TINA**

POKéMON:

EEVEE	**Normal**
NATU	**Psychic/Flying**
PONYTA	**Fire**
RATTATA	**Normal**
DODUO	**Normal/Flying**
TYROGUE	**Fighting**

WEAKNESSES:
Rock
Ghost
More Rock

OUR TEAM:
ABRA
VOLTORB
HORSEA

Rock is strong against everyone but Tyrogue. Natu is super fast and has a Psychic attack. Rattata has Dig. Eevee has Bite and a rock attack. Throw Abra at Tyrogue for a strong fight, and it's also decent against Natu if you've got it equipped with a Shadow Ball attack. Horsea's Surf is a good match against Ponyta.

TRAINER: **SCHOOLBOY CLARK**

POKéMON:

PICHU	**Electric**
CHIKORITA	**Grass**
CLEFFA	**Normal**
MARILL	**Water**
VULPIX	**Fire**
SENTRET	**Normal**

WEAKNESSES:
Rock
Ground

OUR TEAM:
ONIX
VOLTORB
ABRA

Cleffa has Psychic, Fire Blast and Shadow Ball. You should sub in a strong Rock/Ground Pokémon against it, but be ready to see your opponent sub in Chikorita. It has Gigadrain (extra strong against a Rock/Ground type) along with a charge attack, a Rock attack, and a healing item. Marill has Surf, and also has a healing item, making this battle twice as long. Vulpix has Dig and Flamethrower. Sentret has Surf.

TRAINER: **POKéFAN REX**

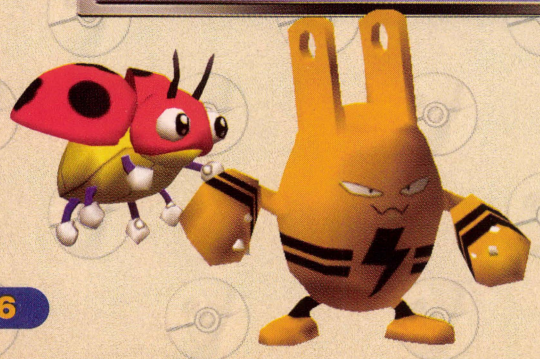
POKéMON:

ELEKID	**Electric**
PORYGON	**Normal**
ONIX	**Rock/Ground**
SCYTHER	**Bug/Flying**
SLOWPOKE	**Water/Psychic**
CHANSEY	**Normal**

WEAKNESSES:
Rock/Ground
Ice
Electric

OUR TEAM:
HORSEA
ABRA
VOLTORB

Onix has an extremely powerful Earthquake attack. Even if your Pokémon isn't weak against this Ground attack, watch out! Horsea is the best match, using Water attacks if you get a chance. Chansey has Aurora Beam, but Abra can take it on. Slowpoke has Earthquake and Aurora Beam, but Voltorb is still your best bet. Keep your eyes open, because these Pokémon are FAST. Don't plan on going first very often.



Pokémon® Stadium 2

STADIUM TIPS

POKé CUP

YOUR CHOICES OF POKéMON

are a lot less limited from the Rentals in this cup, but it's still a challenge to put together a team that will carry you through the entire tournament. Our team below fared well, in the first round at least, and put up a good fight in the second round. Haunter is a decent rental substitute, with Ghost-type and Giga Drain (an awesome special attack).

THE MORE YOU KNOW...POKéMON FOR RENT?

You can check out the full list of Pokémon available for rent, and compare their attacks and stats, by checking the Rental Charts in this book. See page 74.

OUR TOP RENTAL PICKS

KADABRA (Psychic)
One of our all-time faves. Kadabra is fast, has a high Special Attack, plus Psychic and Thunderpunch attacks that are two of the best of their type.

ONIX (Rock/Ground)
Rock/Ground-type is practically a necessity in this cup, and Onix has speed and high Defense to boot. It also has the awesome Earthquake attack and Rock Throw.

HOUNDOUR (Dark/Fire)
Flamethrower and Sunny Day are a great Fire combo that can't be beat, and its Dark attack (Crunch) is great against Psychics and Ghosts.

MACHAMP (Fighting)
Machamp's Submission is great against your opponent's countless Normal-types. Fire Punch and Thunderpunch round it out with a perfect balance of diversity.

ZAPDOS (Electric/Flying)
Zapdos is an excellent Electric-type with few weaknesses. Thunder and Detect are two of its best moves. It's also immune to the opponent's favorite move, Earthquake.

DEWGONG (Water/Ice)
Our resident Water type who also has a decent Ice attack in Aurora Beam. Its combo of Rest and Sleep Talk will let you attack while you're sleeping to heal.

BRING YOUR OWN...

The rental Pokémon are still weaker than what you can raise, so you're better off bringing your own into battle. Here's a list of the Pokémon we'd rather bring into battle, along with their attacks. You're welcome to swap for your favorites.

ESPEON (Psychic)
Psychic, Shadow Ball, Swagger, Protect

RAIKOU (Electric)
Iron Tail, Dig, Thunder, Roar

MACHAMP (Fighting)
Cross Chop, Rest, Ice Punch, Fire Blast

KINGDRA (Water/Dragon)
Blizzard, Surf, Swift, Protect

DRAGONITE (Dragon/Flying)
Thunder, Fire Blast, Blizzard, Protect

AERODACTYL (Rock/Flying)
Earthquake, Fire Blast, Bite, Roar

Poké Cup • Round 1 • Level 1 Poké Ball

TRAINER: **Bug Catcher**

POKéMON:

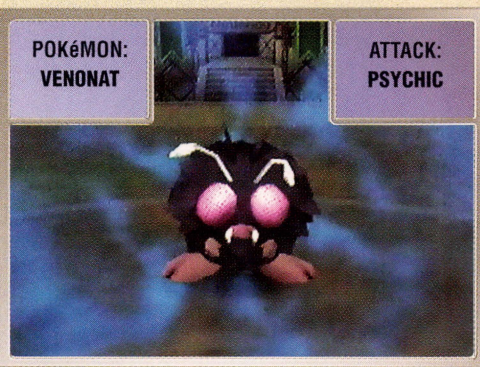
LEDYBA	**Bug/Flying**
SPINARAK	**Bug/Poison**
CATERPIE	**Bug**
WEEDLE	**Bug/Poison**
YANMA	**Bug/Flying**
VENONAT	**Bug/Poison**

WEAKNESSES:
Rock, Fire, Flying

RENTAL PICKS:
ONIX
HOUNDOUR
KADABRA

Being that it is the first battle of the Poke Cup, this battle won't be too hard. His Venonat has Stun Spore (75% chance of Paralyzing) and Psychic. Yanma likes to increase its evasion ability and then attack you. The rest of his Pokémon are equal in threat but not much of a real challenge.

POKéMON: **VENONAT** ATTACK: **PSYCHIC**



TRAINER: **Swimmer ♂**

POKéMON:

GOLDEEN	**Water**
SEEL	**Water**
STARYU	**Water**
SHELLDER	**Water**
REMORAID	**Water**
POLIWHIRL	**Water**

WEAKNESSES:
Electric, Grass

RENTAL PICKS:
ZAPDOS
MACHAMP
KADABRA

One of the few teams you'll see in which all have the same type (Water). Four evolve into Pokémon with dual types. Shellder has a high physical defense so you might consider using special attacks. Watch for Staryu's Hydro Pump. Seel's Aurora Beam is stronger than you'd expect. Poliwhirl has Hypnosis and Belly Drum.

POKéMON: **POLIWHIRL** ATTACK: **BELLY DRUM**

TRAINER: **Hiker Chester**

POKéMON:

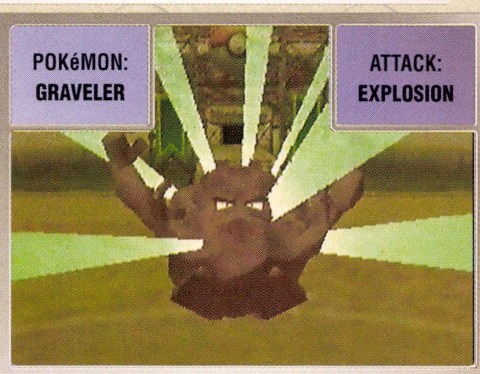
MACHOP	**Fighting**
ONIX	**Rock/Ground**
GRAVELER	**Rock/Ground**
SUDOWOODO	**Rock**
RHYHORN	**Rock/Ground**
PHANPY	**Ground**

WEAKNESSES:
Grass, Water, Ice, Fighting

RENTAL PICKS:
DEWGONG
MACHAMP
KADABRA

This team relies on defensive strength and physical attacks. Beware bringing in Normal, Ice, Rock, Dark or Steel to face Machamp's Cross Chop. It also has Fire Punch. Phanpy has the Defense Curl/Rollout combo, so hide Pokémon with weak Defense. Graveler has Explosion, so hide your most useful Pokémon, unless it has Fly or Dig.

POKéMON: **GRAVELER** ATTACK: **EXPLOSION**



TRAINER: **Super Nerd Clifford**

POKéMON:

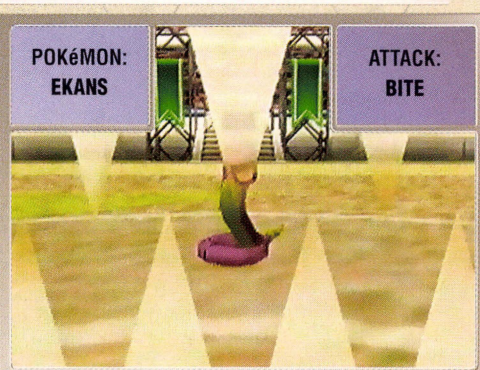
MAGNEMITE	**Electric/Steel**
HAUNTER	**Ghost/Poison**
PORYGON	**Normal**
FLAAFFY	**Electric**
EKANS	**Poison**
ELECTRODE	**Electric**

WEAKNESSES:
Ground, Psychic

RENTAL PICKS:
ONIX
HOUNDOUR
KADABRA

You're bound to encounter at least one of his three Electric-types. Flaaffy has Thunder Wave, Thunderbolt and Metal Claw. Electrode's main strength is speed and Mirror Coat. Haunter also moves fast. Ekans strikes hard at Psychic- or Ghost-types with Bite. Most of these Pokémon carry items that heal conditions and HP.

POKéMON: **EKANS** ATTACK: **BITE**



TRAINER: **Beauty Alissa**

POKéMON:

MILTANK	**Normal**
SNUBBULL	**Normal**
QWILFISH	**Water/Poison**
CORSOLA	**Water/Rock**
SKIPLOOM	**Grass/Flying**
CHANSEY	**Normal**

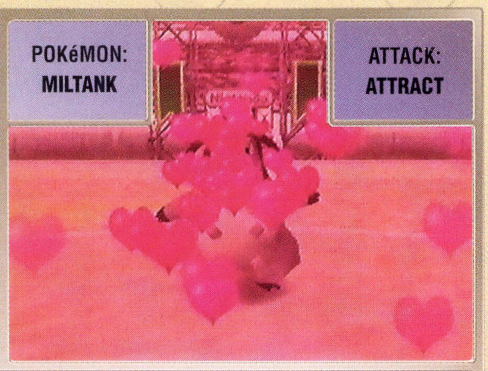
WEAKNESSES:
Fighting, Electric, Grass

RENTAL PICKS:
MACHAMP
ZAPDOS
KADABRA

If you think that Fire-Breathing Pokémon are scary, wait until you see yours fall in love with a dog or cow using Attract (100% accurate, 50% effective). Chansey may Sing your Pokemon to Sleep, while a Pokémon like Corsola is subbed in to attack with Psychic and Rock Slide. Try to match up Pokémon of the same gender.

POKéMON: **MILTANK**

ATTACK: **ATTRACT**



TRAINER: **Burglar Jensen**

POKéMON:

PERSIAN	**Normal**
CHARMELEON	**FIre**
HOUNDOUR	**Dark/Fire**
ELECTABUZZ	**Electric**
QUILAVA	**Fire**
GLIGAR	**Ground/Flying**

WEAKNESSES:
Ground, Water, Fighting

RENTAL PICKS:
ONIX
DEWGONG
MACHAMP

Burglar is a straight shooter. His Pokemon are strong and fast. He usually relies on Electabuzz's Thunderpunch, Quilava's Smokescreen, Flame Wheel and Rollout, Persian's Bite and Shadow Ball, or several other forthright attacks.

POKéMON: **QUILAVA**

ATTACK: **FLAMEWHEEL**

TRAINER: **Boarder Claude**

POKéMON:

DELIBIRD	**Ice/Flying**
SNEASEL	**Dark/Ice**
TENTACRUEL	**Water/Poison**
TAUROS	**Normal**
TEDDIURSA	**Normal**
VAPOREON	**Water**

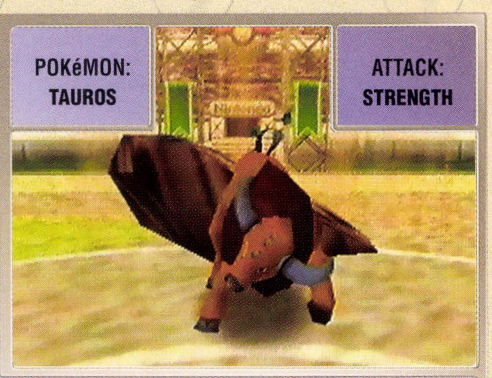
WEAKNESSES:
Fighting, Electric, Rock

RENTAL PICKS:
MACHAMP
ZAPDOS
ONIX

Tauros is Normal, and sticks primarily to Surf and Strength. You won't take it down with one hit so think defense. Vaporeon likes to use Icy Wind and has a high Special Attack rating. Teddiursa has Dynamicpunch. These Pokemon are not shy about using an item that may help keep them alive. Be ready for a challenge.

POKéMON: **TAUROS**

ATTACK: **STRENGTH**



TRAINER: **Psychic Mason**

POKéMON:

SMEARGLE	**Normal**
SLOWPOKE	**Water/Psychic**
RAICHU	**Electric**
GROWLITHE	**Fire**
NATU	**Psychic/Flying**
CLEFABLE	**Normal**

WEAKNESSES:
Electric, Fighting, Rock

RENTAL PICKS:
ONIX
MACHAMP
ZAPDOS

Raichu has above average stats in both physical and special attacks, along with quick speed, but this one also has Fire Punch. Keep your Grass, Ice, Bug and Steel types clear!

POKéMON: **RAICHU**

ATTACK: **FIRE PUNCH**

Smeargle is completely unpredictable since it can have any attack in the game. This trainer relies on the element of surprise, with attacks you wouldn't expect.

Poké Cup • Round 1 • Level 2 Great Ball

TRAINER: **Pokéfan Carmen**

POKéMON:

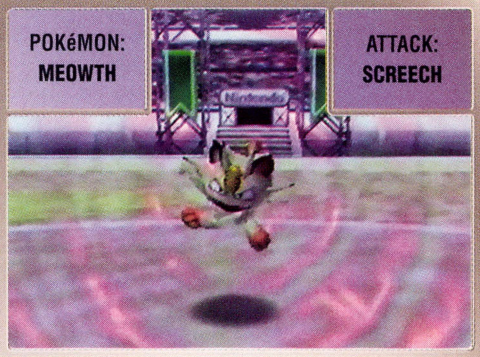
PIKACHU	**Electric**
MEOWTH	**Normal**
CLEFAIRY	**Normal**
SHUCKLE	**Bug/Rock**
TOGEPI	**Normal**
MR. MIME	**Psychic**

WEAKNESSES:
Fighting, Ground, Rock

RENTAL PICKS:
MACHAMP
ONIX
KADABRA

Shuckle has very high defense stats, but luckily also has the worst attack stats in the game. Meowth has Screech and average HP. Clefairy is defensively resistant with high HP, armed with Sing, Encore, Metronome and Moon Light, which brings back lost HP.

POKéMON: MEOWTH **ATTACK: SCREECH**



TRAINER: **Youngster Wyatt**

POKéMON:

IVYSAUR	**Grass/Poison**
SKIPLOOM	**Flying/Grass**
PIDGEOTTO	**Normal/Flying**
NIDORINA	**Poison**
DITTO	**Normal**
HERACROSS	**Bug/Fighting**

WEAKNESSES:
Fire, Flying, Psychic

RENTAL PICKS:
HOUNDOUR
MACHAMP
KADABRA

Houndour can take on Skiploom, Ivysaur, and Heracross. Machamp's Submission attack is ready to take on Pidgeotto and Ditto. Kadabra can finish off Nidorina and Heracross without much of a struggle. Heracross uses Reversal. Ivysaur has Razor Leaf, Leech Seed, and Sunny Day.

POKéMON: IVYSAUR **ATTACK: RAZOR LEAF**

TRAINER: **Firebreather CLIFF**

POKéMON:

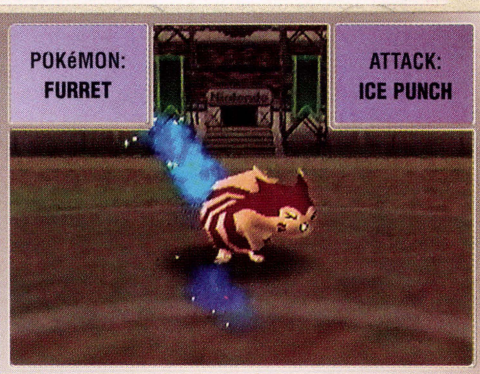
RAPIDASH	**Fire**
MAGMAR	**Fire**
CUBONE	**Ground**
NINETALES	**Fire**
FURRET	**Normal**
VILEPLUME	**Grass/Poison**

WEAKNESSES:
Water, Ground

RENTAL PICKS:
ONIX
DEWGONG
KADABRA

Dewgong's ready for Rapidash, Magmar, Marowak and Ninetales, while Onix's Earthquake can also knock them out. Kadabra's Psychic attack can handle Vileplume, as can Dewgong's Aurora Beam, also handy against Marowak. Furret has Sunny Day, Ice Punch and Fire Punch. Ninetales uses Confuse Ray and Flamethrower. Vileplume has Solarbeam.

POKéMON: FURRET **ATTACK: ICE PUNCH**



TRAINER: **Biker Dillon**

POKéMON:

WEEPINBELL	**Grass/Poison**
ARIADOS	**Bug/Poison**
SANDSLASH	**Ground**
KOFFING	**Poison**
DUNSPARCE	**Normal**
AMPHAROS	**Electric**

WEAKNESSES:
Ground, Psychic, Fire

RENTAL PICKS:
ONIX
HOUNDOUR
KADABRA

His Koffing is fairly fast and won't hesitate to use its Explosion ability. Pokemon with the move Dig and Fly will be the heroes on your team against it. Ampharos has Thunder Wave and Thunderpunch, which it will likely use in that order, first to paralyze you, then to inflict damage until you're knocked out. Ariados has Night Shade.

POKéMON: AMPHAROS **ATTACK: THUNDER WAVE**

TRAINER: **TEACHER MOLLY**

POKéMON:

LEDIAN	**Bug/Flying**
KADABRA	**Psychic**
AIPOM	**Normal**
GIRAFARIG	**Normal/Psychic**
MANTINE	**Water/Flying**
DRAGONAIR	**Dragon**

WEAKNESSES:
Rock, Ice

RENTAL PICKS:
ONIX
DEWGONG
KADABRA

Most of her Pokémon are armed with Baton Pass. They'll build up stats, then sub out using Baton Pass and retain their higher stats. Luckily her Pokémon don't have strong offensive stats. Most Pokémon also carry an item that will heal them, so if you don't knock them out with one hit you'll probably need three hits or more.

POKéMON: **GIRAFARIG**

ATTACK: **BATON PASS**

TRAINER: **SAGE CHEN**

POKéMON:

SPINARAK	**Bug/Poison**
JYNX	**Ice/Psychic**
HAUNTER	**Ghost/Poison**
MISDREAVUS	**Ghost**
MURKROW	**Dark/Flying**
ZUBAT	**Poison/Flying**

WEAKNESSES:
Bug, Dark, Ghost

RENTAL PICKS:
HOUNDOUR
ONIX
DEWGONG

Houndour is a natural for this team. You're going to need Dark type Pokémon, preferably with Crunch. Spinarak will likely use its Spider Web attack if you're weak against it, keeping you in the battle. Onix's Rock attack or Dewgong's Ice attack can handle Murkrow and Zubat, while Houndour can handle the rest of your opponent's team.

POKéMON: **SPINARAK**

ATTACK: **SPIDER WEB**

TRAINER: **POKéFAN BAXTER**

POKéMON:

SUNFLORA	**Grass**
LICKITUNG	**Normal**
LANTURN	**Electric/Water**
MAGCARGO	**Fire/Rock**
OCTILLERY	**Water**
PINECO	**Bug**

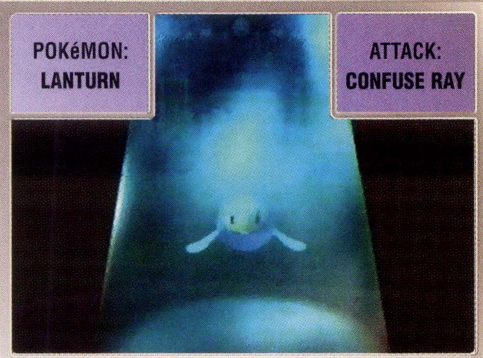
WEAKNESSES:
Fighting, Ground, Flying

RENTAL PICKS:
ONIX
MACHAMP
ZAPDOS

His Lanturn has Confuse Ray, Hydro Pump and Zap Cannon, allowing it to Confuse you, Paralyze you and inflict major damage. Onix is your best bet, with its Earthquake attack, which is also effective against Magcargo. Lickitung will resort to brute force and its powerful Earthquake, so bring in Zapdos because it is immune to it.

POKéMON: **LANTURN**

ATTACK: **CONFUSE RAY**



TRAINER: **POKéMANIAC PEDRO**

POKéMON:

SEADRA	**Water**
PUPITAR	**Rock/Ground**
NIDOKING	**Poison/Ground**
RATICATE	**Normal**
NOCTOWL	**Normal/Flying**
TANGELA	**Grass**

WEAKNESSES:
Ice, Grass

RENTAL PICKS:
MACHAMP
DEWGONG
ONIX

Machamp is your star player here, since it has attacks that beat down everyone but Nidoking, using Submission against Normal and Rock, Thunderpunch against Water or Flying and its Fire Punch against Grass. Dewgong is also strong against four with its Ice attack (Pupitar, Nidoking, Noctowl and Tangela). Pupitar has Earthquake.

POKéMON: **TANGELA**

ATTACK: **STUN SPORE**

Poké Cup • Round 1 • Level 3 Ultra Ball

TRAINER: **BUG CATCHER NELSON**

POKéMON:

SCYTHER	**Bug/Flying**
BUTTERFREE	**Bug/Flying**
PARASECT	**Bug/Grass**
DUNSPARCE	**Normal**
HERACROSS	**Bug/Fighting**
PINSIR	**Bug**

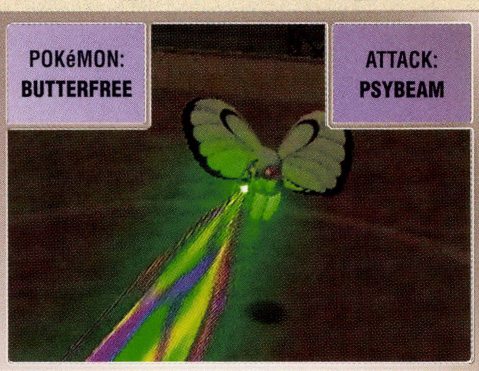
WEAKNESSES:
Fire, Flying, Rock

RENTAL PICKS:
ONIX
HOUNDOUR
MACHAMP

Pinsir has Swords Dance. Butterfree will use Sleep Powder, then pummel you with Psybeam. Parasect has Spore, one of the best moves in the game, along with Dig, Giga Drain and Sleep Powder. Rock attacks are great against Bug and Flying types, so bring in Onix. Houndour's Flamethrower will fry Parasect, along with the other Bug or Grass types.

POKéMON: **BUTTERFREE**

ATTACK: **PSYBEAM**



TRAINER: **SWIMMER ♂ BRUCE**

POKéMON:

DEWGONG	**Water/Ice**
POLIWRATH	**Water/Fighting**
QUAGSIRE	**Water/Ground**
MAGNETON	**Electric/Steel**
KABUTOPS	**Rock/Water**
SLOWBRO	**Water/Psychic**

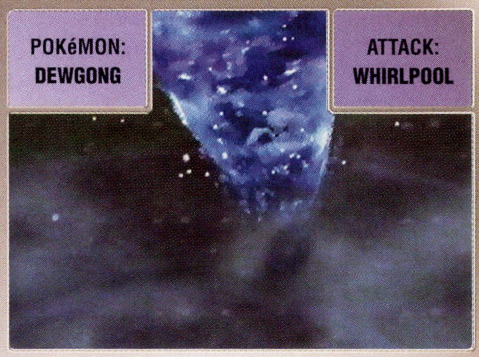
WEAKNESSES:
Grass, Electric

RENTAL PICKS:
ZAPDOS
KADABRA
MACHAMP

Quagsire has Rain Dance and Earthquake. Grass is the strongest type against it, but if you don't have one try to hit it with a powerful Psychic attack. Dewgong has Whirlpool. Use Machamp's Submission move against Magneton. Zapdos can handle the rest of this crew.

POKéMON: **DEWGONG**

ATTACK: **WHIRLPOOL**



TRAINER: **HIKER CHESTER**

POKéMON:

GOLEM	**Rock/Ground**
DONPHAN	**Ground**
URSARING	**Normal**
OMANYTE	**Rock/Water**
FORRETRESS	**Bug/Steel**
STEELIX	**Steel/Ground**

WEAKNESSES:
Grass, Water

RENTAL PICKS:
DEWGONG
MACHAMP
ONIX

Golem has Selfdestruct, so if you're looking to earn a continue, this Pokémon may ruin it. Ursaring has a lot of endurance, and likes to use Lick to wear you down slowly. Omanyte has Surf. Dewgong's Waterfall is effective against Golem, Donphan and Steelix. Machamp can take on Ursaring, Omanyte, Steelix and Forretress. Onix can handle Steelix and Golem.

POKéMON: **GOLEM**

ATTACK: **SELF-DESTRUCT**

TRAINER: **SUPER NERD CLIFFORD**

POKéMON:

AMPHAROS	**Electric**
CORSOLA	**Water/Rock**
PORYGON2	**Normal**
WOBBUFFET	**Psychic**
TENTACRUEL	**Water/Poison**
SKARMORY	**Steel/Flying**

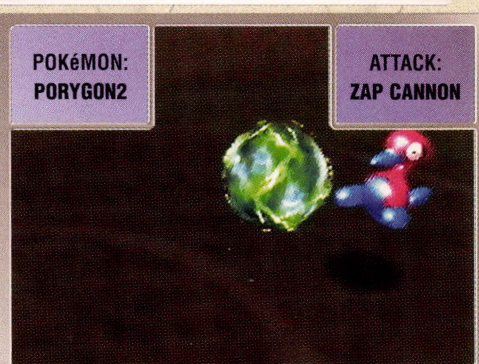
WEAKNESSES:
Electric, Ground, Fighting

RENTAL PICKS:
MACHAMP
ONIX
ZAPDOS

Expect Mirror Coat from several of these Pokémon, which reflects back 2x any Special Attacks used against them. Porygon2 has Psychic and Zap Cannon. Ampharos has Double Team and Thunder Wave. Wobbuffet is more on the defensive, using Mirror Coat and Counter, so don't let its Psychic type scare you. Keep Machamp away from Porygon2.

POKéMON: **PORYGON2**

ATTACK: **ZAP CANNON**



TRAINER: **BEAUTY ALISSA**

POKéMON:

MILTANK	**Normal**
JUMPLUFF	**Grass/Flying**
PERSIAN	**Normal**
LICKITUNG	**Normal**
MANTINE	**Water/Flying**
WIGGLYTUFF	**Normal**

WEAKNESSES:
Fighting, Ice, Electric

RENTAL PICKS:
MACHAMP
DEWGONG
ZAPDOS

Mantine is Water/Flying, so an Electric attack is 4x strength against it (try Zapdos). Jumpluff is Grass/Flying, so Dewgong's Ice attack is 4x strong against it. Keep your Psychics clear of Miltank's Shadow Ball. Persian has Bite, Attract and Screech. Mantine has Surf and Blizzard (and oddly enough, is a Water/Flying-type).

POKéMON: MANTINE **ATTACK: SURF**

TRAINER: **BURGLAR JENSEN**

POKéMON:

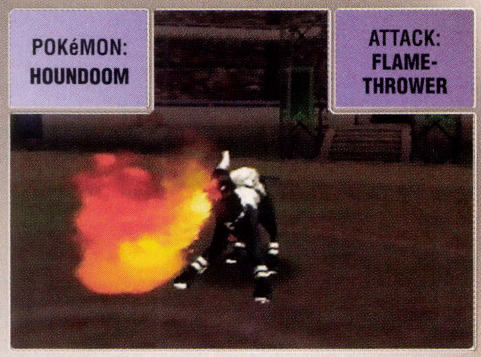
TYPHLOSION	**Fire**
HOUNDOOM	**Fire/Dark**
MAGCARGO	**Fire/Rock**
DUGTRIO	**Ground**
STANTLER	**Normal**
GLIGAR	**Ground/Flying**

WEAKNESSES:
Water, Ground

RENTAL PICKS:
DEWGONG
MACHAMP
ONIX

Dewgong's Water type is strong against Typhlosion, Houndoom and Dugtrio, and 4x strong against Magcargo. Its Ice attack is strong against Dugtrio, and extra strong against Gligar. As a backup, Onix's Earthquake is strong against Houndoom and 4x strong against Magcargo.

POKéMON: HOUNDOOM **ATTACK: FLAME-THROWER**



TRAINER: **BOARDER CLAUDE**

POKéMON:

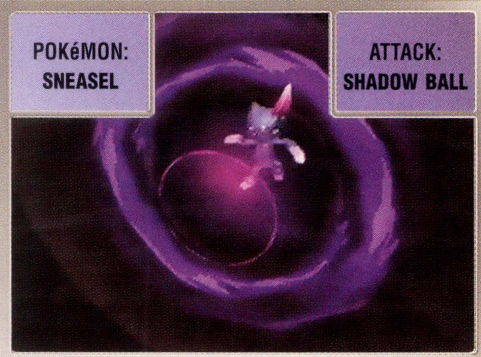
SNEASEL	**Dark/Ice**
DELIBIRD	**Ice/Flying**
BLASTOISE	**Water**
JOLTEON	**Electric**
VAPOREON	**Water**
FLAREON	**Fire**

WEAKNESSES:
Rock, Electric, Ground

RENTAL PICKS:
ONIX
ZAPDOS
MACHAMP

Fighting is strong against both Ice and Dark, so put Machamp up against Sneasel. A good Rock type attack will have 4x power against Delibird. With such a fast team against you, be prepared to go second each turn. Jolteon has Toxic and Zap Cannon. Blastoise has Hydro Pump and Earthquake. Sneasel has Shadow Ball and Ice Punch.

POKéMON: SNEASEL **ATTACK: SHADOW BALL**



TRAINER: **PSYCHIC MASON**

POKéMON:

KANGASKHAN	**Normal**
HYPNO	**Psychic**
ARCANINE	**Fire**
RAICHU	**Electric**
SMEARGLE	**Normal**
XATU	**Psychic/Flying**

WEAKNESSES:
Dark, Ground, Fighting

RENTAL PICKS:
ONIX
HOUNDOUR
MACHAMP

Expect to see Hypno use Shadow Ball and Hypnosis. Arcanine is fast and has Extreme Speed, along with Dragonbreath. Onix's Earthquake is strong against Arcanine and Raichu. Its Rock attack can take out Arcanine or Xatu. Houndour's Crunch can defeat Hypno or Xatu. Machamp can handle the other two with its Submission move.

POKéMON: HYPNO **ATTACK: HYPNOSIS**

Poké Cup • Round 1 • Level 4 Master Ball

TRAINER: **POKéFAN CARMEN**

POKéMON:

BELLOSSOM	**Grass**
AZUMARILL	**Water**
PERSIAN	**Normal**
CLEFABLE	**Normal**
TOGETIC	**Normal/Flying**
RAICHU	**Electric**

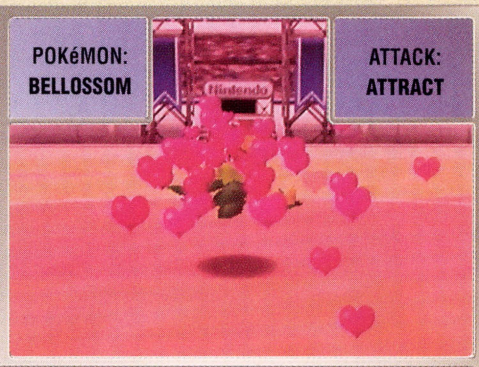
WEAKNESSES:
Fighting

RENTAL PICKS:
MACHAMP
ONIX
KADABRA

This time Azumarill and Bellossom are along for the ride, and Persian has Zap Cannon. Azumarill likes to use Attract followed by Surf and Ice Punch attacks. Bellossom also has Attract, along with Razor Leaf, but a well-placed Fire attack can defeat it with one hit.

POKéMON: **BELLOSSOM**

ATTACK: **ATTRACT**



TRAINER: **YOUNGSTER WYATT**

POKéMON:

PIDGEOT	**Normal/Flying**
NIDOQUEEN	**Poison/Ground**
DITTO	**Normal**
RATICATE	**Normal**
PINSIR	**Bug**
PRIMEAPE	**Fighting**

WEAKNESSES:
Fighting, Psychic, Ice, Flying

RENTAL PICKS:
MACHAMP
DEWGONG
KADABRA

Pinsir has Swords Dance. Pidgeot has a lot of HP, so you'll need a few strong hits to knock it out. Machamp is strong against Pidgeot, Ditto, Raticate and Pinsir. Dewgong's Ice Attack can handle Pidgeot and Nidoqueen. Kadabra can take out Primeape with its Psychic attack.

POKéMON: **PINSIR**

ATTACK: **SWORDS DANCE**

TRAINER: **FIREBREATHER CLIFF**

POKéMON:

MAGMAR	**Fire**
MAROWAK	**Ground**
DODRIO	**Normal/Flying**
HOUNDOOM	**Dark/Fire**
EXEGGUTOR	**Grass/Psychic**
ARCANINE	**Fire**

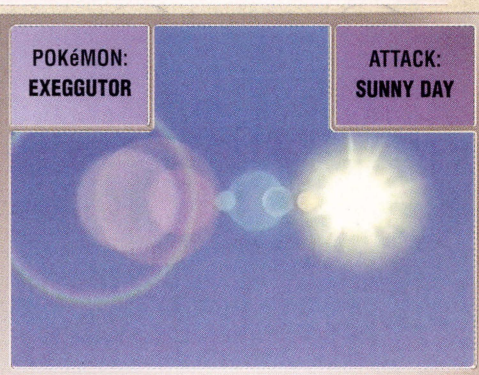
WEAKNESSES:
Water, Ice, Ground, Rock

RENTAL PICKS:
DEWGONG
ONIX
MACHAMP

Use Onix's Earthquake against Houndoom. Dewgong's Water attacks can take on Magmar, Houndoom, Arcanine and Marowak, and its Ice attack is made for Marowak and Exeggutor. Houndoom has Crunch and Iron Tail. Arcanine has Dig. Exeggutor has Sunny Day.

POKéMON: **EXEGGUTOR**

ATTACK: **SUNNY DAY**



TRAINER: **BIKER DILLON**

POKéMON:

WEEZING	**Poison**
CLOYSTER	**Water/Ice**
STEELIX	**Steel/Ground**
RHYDON	**Ground/Rock**
VENUSAUR	**Grass/Poison**
ARBOK	**Poison**

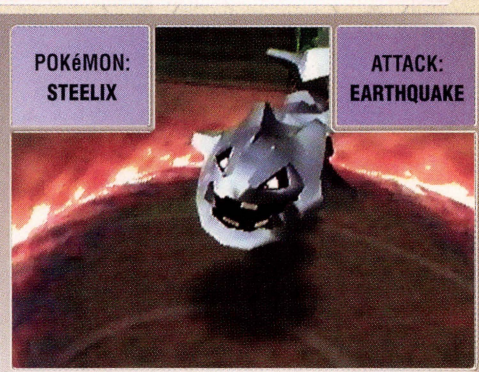
WEAKNESSES:
Ground, Fighting, Psychic

RENTAL PICKS:
ONIX
MACHAMP
KADABRA

Cloyster has Surf. Venusaur has Toxic, Leech Seed and Giga Drain. Steelix has Earthquake. Steelix, Rhydon and Cloyster are powerhouses with strong Attack and Defense stats, but their weak spot is their Special Defense, so hit them with something special.

POKéMON: **STEELIX**

ATTACK: **EARTHQUAKE**



TRAINER: **TEACHER MOLLY**

POKéMON:

GIRAFARIG	**Normal/Psychic**
MR. MIME	**Psychic**
LAPRAS	**Water/Ice**
AIPOM	**Normal**
LANTURN	**Water/Electric**
POLITOED	**Water**

WEAKNESSES:
Grass, Fighting, Dark

RENTAL PICKS:
MACHAMP
ONIX
HOUNDOUR

Girafarig has Double Team and Agility, but a strong Dark attack can take it out quickly. Lanturn has the triple threat of Confuse Ray, Surf and Zap Cannon again. Politoed has Surf. Aipom has Swift. Mr. Mime has the attack Psychic.

POKéMON: GIRAFARIG **ATTACK: AGILITY**

TRAINER: **SAGE CHEN**

POKéMON:

MISDREAVUS	**Ghost**
CROBAT	**Poison/Flying**
GENGAR	**Ghost/Poison**
JYNX	**Ice/Psychic**
MURKROW	**Dark/Flying**
UMBREON	**Dark**

WEAKNESSES:
Dark, Bug, Rock

RENTAL PICKS:
HOUNDOUR
MACHAMP
ONIX

Dark is definitely the way to go. Either Misdreavus or Gengar will be in the group to make their total limit of 155 balance out. Umbreon has Mean Look, Screech and Bite. Jynx has Blizzard and Perish Song. Misdreavus has Mean Look and Confuse Ray. If you're weak against them, sub out before they can use Mean Look and lock you in.

POKéMON: JYNX **ATTACK: PERISH SONG**

TRAINER: **POKéFAN BAXTER**

POKéMON:

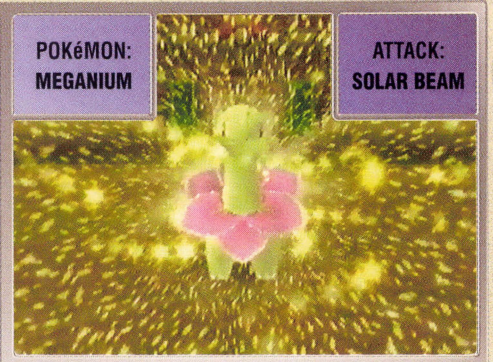
FERALIGATR	**Water**
TYPHLOSION	**Fire**
MEGANIUM	**Grass**
GRANBULL	**Normal**
BLISSEY	**Normal**
HITMONTOP	**Fighting**

WEAKNESSES:
Fighting, Flying

RENTAL PICKS:
MACHAMP
DEWGONG
KADABRA

Machamp can handle Feraligatr, Meganium, Granbull and Blissey. Dewgong can handle Typhlosion and Meganium. Kadabra is ready for Hitmontop. Most of his Pokémon have items that will heal status conditions, so don't waste time using status-altering attacks. Feraligator has Surf and Earthquake. Meganium has Giga Drain. Use Special Attacks against Granbull.

POKéMON: MEGANIUM **ATTACK: SOLAR BEAM**



TRAINER: **POKéMANIAC PEDRO**

POKéMON:

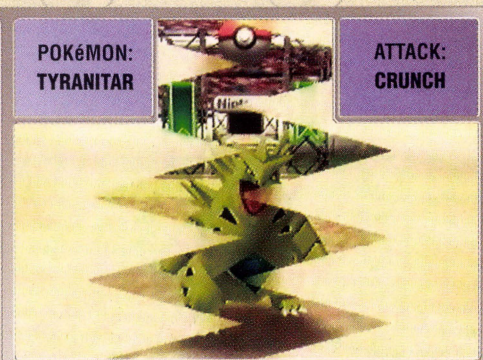
AERODACTYL	**Rock/Flying**
MACHAMP	**Fighting**
KINGDRA	**Dragon/Water**
DRAGONITE	**Dragon/Flying**
TYRANITAR	**Dark/Rock**
CHARIZARD	**Fire/Flying**

WEAKNESSES:
Water, Ice, Rock

RENTAL PICKS:
DEWGONG
ONIX
KADABRA

An Ice attack against Dragonite is 4x strength, as are Rock attacks against Charizard (it's got Fire Blast). Tyranitar has Crunch and Rock Slide. Your toughest foe will likely be Kingdra with its Surf attack. Use strong physical attacks, like Earthquake.

POKéMON: TYRANITAR **ATTACK: CRUNCH**



TRAINER: **BOARDER CLAUDE**

POKéMON:

SNEASEL	**Dark/Ice**
KANGASKHAN	**Normal**
CHANSEY	**Normal**
DRAGONAIR	**Dragon**
CLEFABLE	**Normal**
MR. MIME	**Psychic**

WEAKNESSES:
Fighting
Bug

RENTAL PICKS:
MACHAMP
HOUNDOUR
ONIX

Machamp's Submission is strong against Chansey, Clefable, Kangaskhan, and is super strong against Sneasel. Houndour's Crunch is strong against Mr. Mime, and its Flamethrower is strong against Sneasel. Onix's Earthquake is a great secondary attack against everyone here. The three Normal types have huge HP capacity. Dragonair has Dragonbreath, and Twister. Sneasel has Light Screen. Clefable has Charm. Mr. Mime has Light Screen, Ice Punch.

TRAINER: **PSYCHIC MASON**

POKéMON:

SLOWBRO	**Water/Psychic**
STANTLER	**Normal**
PRIMEAPE	**Fighting**
QUAGSIRE	**Water/Ground**
MEGANIUM	**Grass**
SMEARGLE	**Normal**

WEAKNESSES:
Fighting
Grass
Flying

RENTAL PICKS:
MACHAMP
HOUNDOUR
KADABRA

Machamp's Submission is strong against Stantler and Smeargle, its Thunderpunch is strong against Slowbro, and its Fire Punch is strong against Meganium. Houndour's Flamethrower is strong against Meganium, and its Crunch is strong against Slowbro. Kadabra is a reliable finisher that's strong against Primeape. Stantler has Confuse Ray and Stomp. Slowbro has Psychic, and Surf. Quagsire has Surf, Sludge Bomb and Dig.

Poké Cup • Round 2 • Level 2 Great Ball

TRAINER: **POKéFAN CARMEN**

POKéMON:

SUNFLORA	**Grass**
TANGELA	**Grass**
SHUCKLE	**Bug/Rock**
QWILFISH	**Water/Poison**
NOCTOWL	**Normal/Flying**
OCTILLERY	**Water**

WEAKNESSES:
Electric
Ice

RENTAL PICKS:
MACHAMP
DEWGONG
ZAPDOS

Machamp's Fire Punch is strong against Tangela, Sunflora, and its Thunder Punch is strong against Qwilfish, Noctowl, Octillery. Dewgong's Aurora Beam is strong against Sunflora, Tangela, and Noctowl, and its Waterfall attack is strong against Shuckle. Zapdos' Thunder is strong against Qwilfish, Octillery, and Noctowl. Noctowl has Light Screen. Take Down. Qwilfish has Sludge Bomb, and Hydro Pump. Tangela has Mega Drain, and Spore. Octillery has Swift and, Mud-Slap.

TRAINER: **FIREBREATHER CLIFF**

POKéMON:

MAGMAR	**Fire**
MAGCARGO	**Fire/Rock**
LICKITUNG	**Normal**
NINETALES	**Fire**
HITMONTOP	**Fighting**
BELLOSSOM	**Grass**

WEAKNESSES:
Ground
Water
Flying

RENTAL PICKS:
ONIX
DEWGONG
MACHAMP

Onix's Earthquake is strong against Magmar, Ninetales and 2x strong against Magcargo. Dewgong's Waterfall is strong against Magmar, Ninetales and 2x strong against Magcargo. Its Aurora Beam is strong against Bellossom. Machamp's Submission is strong against Magcargo and Lickitung, and its Fire Punch is strong against Bellossom. Water and Ground are twice as strong against Magcargo. Magcargo has Sunny Day and Flamethrower. Ninetales has Dig, Confuse Ray, Fire Blast and Sunny Day. Lickitung has Shadow Ball and Sunny Day.

TRAINER: **YOUNGSTER WYATT**

POKéMON:

GRANBULL	**Normal**
ARIADOS	**Bug/Poison**
KINGLER	**Water**
DITTO	**Normal**
FEAROW	**Normal/Flying**
RHYHORN	**Ground/Rock**

WEAKNESSES:
Fighting
Rock

RENTAL PICKS:
MACHAMP
ONIX
KADABRA

Machamp is strong against all of them. Its Submission is strong against Ditto, Granbull, and Rhyhorn, its Thunderpunch is strong against Kingler and Fearow, and its Fire Punch is strong against Ariados. Onix's Earthquake is strong against Ariados and Rhyhorn, its Rock Throw is strong against Fearow, and it has a resistance to normal physical attacks. Kadabra is strong against Kingler and Fearow with its Thunderpunch. Ariados has Sludge Bomb. Kingler has Mud-Slap, Dig, and Crabhammer.

TRAINER: **BIKER DILLON**

POKéMON:

WEEZING	**Poison**
SKARMORY	**Steel/Flying**
NIDOKING	**Poison/Ground**
AMPHAROS	**Electric**
CLOYSTER	**Water/Ice**
PARASECT	**Bug/Grass**

WEAKNESSES:
Ground
Fire
Electric

RENTAL PICKS:
ONIX
HOUNDOUR
ZAPDOS

Onix's Earthquake is strong against Weezing, Nidoking and Ampharos, and its Rock Throw is strong against Cloyster and Parasect. Houndour's Flamethrower is strong against Skarmory and 4x strong against Parasect. Zapdos is strong against Skarmory and Cloyster. Skarmory has Toxic. Ampharos has Thunderbolt and Protect. Cloyster has Toxic and Protect. Nidoking has Toxic, Protect and Shadow Ball.

TRAINER: **TEACHER MOLLY**

POKéMON:

MR. MIME	**Psychic**
GIRAFARIG	**Psychic/Normal**
VENOMOTH	**Bug/Poison**
SANDSLASH	**Ground**
STANTLER	**Normal**
SMEARGLE	**Normal**

WEAKNESSES:
Fighting
Dark

RENTAL PICKS:
MACHAMP
HOUNDOUR
DEWGONG

Machamp's Submission is strong against Stantler and Smeargle, and its Fire Punch is strong against Venomoth. Houndour's Crunch is strong against Mr. Mime and Girafarig, and its Flamethrower is strong against Venomoth. Dewgong's Aurora Beam is strong against Venomoth, and its Waterfall is strong against Sandslash. Use Roar to throw an opponent out before they use Baton Pass. Girafarig uses Agility followed by Double Team to increase speed, then evasion. Venomoth has Double Team, Stun Spore, and Baton Pass. Sandslash has Dig, and Fire Punch.

TRAINER: **POKéFAN BAXTER**

POKéMON:

VENUSAUR	**Grass/Poison**
MANTINE	**Water/Flying**
MAGNETON	**Electric/Steel**
CHANSEY	**Normal**
KADABRA	**Psychic**
KABUTOPS	**Rock/Water**

WEAKNESSES:
Fighting
Electric
Fire

RENTAL PICKS:
MACHAMP
HOUNDOUR
ZAPDOS

Machamp's Submission is strong against Magneton, Chansey, and Kabutops, its Thunderpunch is 4x strong against Mantine, and its Fire Punch is strong against Venusaur. Houndour's Crunch is strong against Kadabra, and its Flamethrower is strong against Venusaur and Magneton. Zapdos is strong against Kabutops and 4x strong against Mantine. Kabutops has Ancient power. Kadabra has Fire Punch, and Light Screen. Chansey has Sing, and Icy Wind. Magneton has Thunder Wave, Thunder. Venusaur has Light Screen.

TRAINER: **SAGE CHEN**

POKéMON:

MISDREAVUS	**Ghost**
GOLBAT	**Poison/Flying**
TENTACRUEL	**Water/Poison**
DEWGONG	**Water/Ice**
MUK	**Poison**
UMBREON	**Dark**

WEAKNESSES:
Electric
Ground

RENTAL PICKS:
ZAPDOS
ONIX
HOUNDOUR

Zapdos is strong against Golbat, Tentacruel and Dewgong. Onix's Earthquake can take out Tentacruel and Muk, and its Rock Throw is strong against Dewgong and Golbat. Houndour's Crunch is strong against Misdreavus. Their strategy is to trap you and use Perish Song with Mean Look or another attack, like Whirlpool. Misdreavus has Mean Look, Perish Song, and Protect. Umbreon has Mean Look, and Psychic. Dewgong has Whirlpool, and Perish Song.

TRAINER: **POKéMANIAC PEDRO**

POKéMON:

DRAGONITE	**Dragon/Flying**
VAPOREON	**Water**
DONPHAN	**Ground**
EXEGGUTOR	**Psychic/Grass**
HITMONLEE	**Fighting**
URSARING	**Normal**

WEAKNESSES:
Ice
Flying
Grass

RENTAL PICKS:
DEWGONG
MACHAMP
KADABRA

Dewgong's Aurora Beam is strong against Exeggutor, 4x strong against Dragonite, and its Waterfall is strong against Donphan. Machamp's Submission is strong against Ursaring, its Thunderpunch is strong against Vaporeon, and its Fire Punch is strong against Exeggutor. Kadabra's Psychic is strong against Hitmonlee, and it is decent against everyone else. Vaporeon has Surf. Donphan has Earthquake, and Mud-Slap. Exeggutor has Giga Drain and Psychic. Ursaring has Slash.

Poké Cup • Round 2 • Level 3 Ultra Ball

TRAINER: **BUG CATCHER NELSON**

POKéMON:

LEDIAN	**Bug/Flying**
OMASTAR	**Rock/Water**
DODRIO	**Normal/Flying**
YANMA	**Bug/Flying**
VENOMOTH	**Bug/Poison**
BEEDRILL	**Bug/Poison**

WEAKNESSES:
Rock, Fire
Flying
Electric

RENTAL PICKS:
ONIX
HOUNDOUR
ZAPDOS

Onix is strong against the entire opposing team, and extremely strong against Ledian and Yanma. Houndour is strong against Ledian, Yanma, Venomoth and Beedrill. Zapdos is strong against Ledian, Omastar, Dodrio and Yanma. Venomoth has Giga Drain and Gust. Ledian has Light Screen and Giga Drain.

TRAINER: **SWIMMER ♂ BRUCE**

POKéMON:

MANTINE	**Water/Flying**
CORSOLA	**Water/Rock**
RAICHU	**Electric**
DUNSPARCE	**Normal**
CLOYSTER	**Ice/Water**
SEAKING	**Water**

WEAKNESSES:
Electric
Grass
Ground/Rock

RENTAL PICKS:
ZAPDOS
ONIX
MACHAMP

Zapdos is strong against Corsola, Seaking, Cloyster and super strong against Mantine. Onix is strong against Mantine, Corsola, Raichu and Cloyster. Machamp is strong against Corsola, Cloyster, Seaking, Dunsparce, and its Thunderpunch is 4x strong against Mantine. Dunsparce has Swagger, Glare and Amnesia. Raichu has Rain Dance, Thunder Wave and Thunder. Corsola has Earthquake, which is unexpected (Electric types watch out!).

TRAINER: **HIKER CHESTER**

POKéMON:

FURRET	**Normal**
LICKITUNG	**Normal**
SLOWKING	**Water/Psychic**
CLEFABLE	**Normal**
AZUMARILL	**Water**
RAPIDASH	**Fire**

WEAKNESSES:
Fighting
Electric

RENTAL PICKS:
MACHAMP
ZAPDOS
KADABRA

Machamp is good against all the Normal-types and has Thunderpunch, which is strong against Slowking and Azumarill. Zapdos is strong against Slowking and Azumarill, and even with everyone else. Kadabra isn't strong against anyone, but it's a solid finisher. Clefable has Rest, Iron Tail and Snore. Slowking has Psychic and Rest. Azumarill has Surf. Dream Eater can be a useful attack in this battle against a few Pokémon that use Rest.

TRAINER: **BURGLAR JENSEN**

POKéMON:

PERSIAN	**Normal**
STEELIX	**Steel/Ground**
MURKROW	**Dark/Flying**
PINSIR	**Bug**
GYARADOS	**Water/Flying**
MOLTRES	**Fire/Flying**

WEAKNESSES:
Rock
Electric

RENTAL PICKS:
MACHAMP
ONIX
ZAPDOS

Machamp's Submission is strong against Persian and its Thunderpunch is strong against Murkrow, Moltres and 4x strong against Gyarados. Its Fire Punch is strong against Pinsir and Steelix. Onix's Rock Throw is strong against Murkrow, Pinsir, Gyarados and 4x strong against Moltres. Zapdos has Thunder, which is strong against Murkrow, Moltres and 4x Strong against Gyarados, but don't put it in against Steelix. Steelix has Sandstorm. Murkrow has Night Shade.

TRAINER: **SUPER NERD CLIFFORD**

POKéMON:

PORYGON2	**Normal**
RATICATE	**Normal**
FORRETRESS	**Bug/Steel**
LANTURN	**Water/Electric**
MAGNETON	**Electric/Steel**
DUGTRIO	**Ground**

WEAKNESSES:
Fighting
Ground
Fire

RENTAL PICKS:
MACHAMP
ONIX
HOUNDOUR

Machamp is strong against Porygon2, Raticate, Magneton, and Forretress. Onix is strong against Lanturn and 4x strong against Magneton. Houndour is strong against Magneton and 4x strong against Forretress. Lanturn uses Confuse Ray, and Thunderbolt. Dugtrio has Mud-Slap. Forretress has Giga Drain, Toxic, and Protect. Forretress uses Toxic and then Protect until you're knocked out. Porygon2 has Tri Attack, Recover, and Thunder Wave.

TRAINER: **BOARDER CLAUDE**

POKéMON:

SNEASEL	**Dark/Ice**
ARTICUNO	**Ice/Flying**
BLISSEY	**Normal**
GOLDUCK	**Water**
KANGASKHAN	**Normal**
ZAPDOS	**Electric/Flying**

WEAKNESSES:
Fighting
Rock

RENTAL PICKS:
ONIX
MACHAMP
ZAPDOS

Onix is strong against Sneasel, Zapdos and 4x strong against Articuno. Machamp is strong against Blissey, Kangaskhan and 4x strong against Sneasel. Zapdos is strong against Articuno and Golduck, and even against everyone else. Kangaskhan has Shadow Ball and Earthquake. Golduck has Psychic and Surf. Blissey has Light Screen, Seismic Toss and Icy Wind.

TRAINER: **BEAUTY ALISSA**

POKéMON:

WIGGLYTUFF	**Normal**
FLAREON	**Fire**
NIDOQUEEN	**Poison/Ground**
VILEPLUME	**Grass/Poison**
JUMPLUFF	**Grass/Flying**
POLITOED	**Water**

WEAKNESSES:
Ice
Ground

RENTAL PICKS:
ONIX
DEWGONG
MACHAMP

Onix's Earthquake is strong against Flareon and Nidoqueen, and its Rock Throw is strong against Flareon and Jumpluff. Dewgong's Water attack is strong against Flareon and Nidoqueen, and its Ice attack is strong against Vileplume and 4x strong against Jumpluff. Machamp is strong against Wigglytuff with its fighting moves, its Thunderpunch is strong against Politoed and its fire attack is strong against Vileplume and Jumpluff. Wigglytuff has Attract and Sweet Kiss. Vileplume has Sludge Bomb, Swords Dance and Attract.

TRAINER: **PSYCHIC MASON**

POKéMON:

XATU	**Psychic/Flying**
ESPEON	**Psychic**
JOLTEON	**Electric**
BLASTOISE	**Water**
HERACROSS	**Bug/Fighting**
PRIMEAPE	**Fighting**

WEAKNESSES:
Dark
Psychic

RENTAL PICKS:
HOUNDOUR
KADABRA
ONIX

Houndour's Crunch is strong against Xatu and Espeon, and its Fire attack is strong against Heracross. Kadabra's Thunderpunch is strong against Blastoise and Xatu, and its Psychic attack is strong against Primeape and Heracross. Onix's Rock Throw is strong against Xatu, and its Earthquake is strong against Jolteon. Espeon has Psychic and Light Screen. Xatu has Confuse Ray and Drill Peck.

Poké Cup • Round 2 • Level 4 Master Ball

TRAINER: **POKéFAN CARMEN**

POKéMON:

PILOSWINE	**Ice/Ground**
HYPNO	**Psychic**
DEWGONG	**Water/Ice**
VICTREEBEL	**Grass/Poison**
GOLEM	**Rock/Ground**
CLEFABLE	**Normal**

WEAKNESSES:
Fighting
Grass

RENTAL PICKS:
MACHAMP
DEWGONG
HOUNDOUR

Machamp's Submission is strong against Piloswine, Golem, Clefable and Dewgong. Its Fire Punch is strong against Victreebel. Dewgong's Waterfall is strong against Piloswine and 4x strong against Golem. Dewgong's Aurora Beam is strong against Victreebel. Houndour's Crunch is strong against Hypno and its Flamethrower is strong against Victreebel. Dewgong has Safeguard, Encore and Icy Wind. Piloswine has Earthquake and Ice Beam.

TRAINER: **BIKER DILLON**

POKéMON:

MILTANK	**Normal**
VAPOREON	**Water**
WEEZING	**Poison**
SKARMORY	**Steel/Flying**
MUK	**Poison**
AMPHAROS	**Electric**

WEAKNESSES:
Ground
Electric

RENTAL PICKS:
ONIX
ZAPDOS
MACHAMP

Onix's Earthquake is strong against Weezing, Muk and Ampharos. Zapdos is strong against Vaporeon and Skarmory. Machamp's Submission is strong against Miltank, and its Thunderpunch is strong against Vaporeon and Skarmory. Miltank has Toxic and Earthquake. Weezing has Sludge Bomb. Ampharos has Toxic.

TRAINER: **YOUNGSTER WYATT**

POKéMON:

GRANBULL	**Normal**
ARIADOS	**Poison/Bug**
FERALIGATR	**Water**
FEAROW	**Normal/Flying**
RHYDON	**Ground/Rock**
TAUROS	**Normal**

WEAKNESSES:
Fighting
Ice

RENTAL PICKS:
MACHAMP
DEWGONG
ONIX

Machamp's Submission is strong against Granbull, Rhydon and Tauros, and its Thunderpunch is strong against Feraligatr and Fearow. Its Fire Punch is strong against Ariados. Dewgong's Aurora Beam is strong against Ariados and Fearow, and its Waterfall is 4x strong against Rhydon. Onix's Earthquake is strong against Rhydon, and its Rock Throw is strong against Fearow and Ariados. Feraligatr has Crunch and Leer. Tauros has Thunderbolt. Ariados has Leer and Giga Drain.

TRAINER: **TEACHER MULLY**

POKéMON:

MR. MIME	**Psychic**
SCIZOR	**Bug/Steel**
ARCANINE	**Fire**
GIRAFARIG	**Normal/Psychic**
RATICATE	**Normal**
QUAGSIRE	**Water/Ground**

WEAKNESSES:
Dark, Fire
Ground
Fighting

RENTAL PICKS:
HOUNDOUR
ONIX
MACHAMP

Houndour's Flamethrower is 4x strong against Scizor, and its Crunch is strong against Mr. Mime and Girafarig. Onix's Earthquake is strong against Arcanine. Machamp's Submission is strong against Raticate and its Fire Punch is 4x strong against Scizor. She or Teacher Molly has to have in Scizor or Raticate because of the level limit (155 per team). Quagsire has Swagger and Surf. Scizor has Metal Claw. Girafarig has Double Team and Agility.

TRAINER: **FIREBREATHER CLIFF**

POKéMON:

CHARIZARD	**Fire/Flying**
TYPHLOSION	**Fire**
SLOWKING	**Water/Psychic**
BLISSEY	**Normal**
NIDOQUEEN	**Poison/Ground**
EXEGGUTOR	**Grass/Psychic**

WEAKNESSES:
Water
Ground/Rock
Bug

RENTAL PICKS:
DEWGONG
HOUNDOUR
ONIX

Dewgong's Waterfall is strong against Charizard, Typhlosion and Nidoqueen, and its Aurora Beam is strong against Exeggutor. Houndour's Flamethrower is strong against Exeggutor, and its Crunch is strong against Slowking. Onix's Earthquake is strong against Typhlosion and Nidoqueen, and its Rock Throw is 4x strong against Charizard. Blissey has Thunderbolt and Sunny Day. Typhlosion has Sunny Day and Flamethrower. Exeggutor has Solarbeam, Sunny Day and Synthesis. Slowking has Psychic and the Item "Leftovers."

TRAINER: **SAGE CHEN**

POKéMON:

CROBAT	**Poison/Flying**
UMBREON	**Dark**
ENTEI	**Fire**
JYNX	**Ice/Psychic**
MISDREAVUS	**Ghost**
LAPRAS	**Water/Ice**

WEAKNESSES:
Rock
Dark

RENTAL PICKS:
ONIX
HOUNDOUR
MACHAMP

Onix's Rock Throw is strong against all but Umbreon and Misdreavus, and its Earthquake is strong against Entei. Houndour's Crunch is strong against Jynx and Misdreavus, and its Flamethrower is strong against Jynx. Machamp's Submission is strong against Umbreon and Lapras, and its Thunderpunch is strong against Crobat. Umbreon has Confuse Ray, Mean Look, and Psychic, so if you are planning to put your Fighting Pokémon in against this one, watch out! Entei has Fire Blast. Jynx has Blizzard.

TRAINER: **POKéMON BAXTER**		WEAKNESSES:
POKéMON:		**Water**
RAPIDASH	**Fire**	**Ground**
SUICUNE	**Water**	**Electric**
ALAKAZAM	**Psychic**	
AERODACTYL	**Rock/Flying**	RENTAL PICKS:
MAROWAK	**Ground**	**DEWGONG**
ELECTRODE	**Electric**	**ONIX**
		KADABRA

Dewgong's Waterfall is strong against Rapidash, Aerodactyl and Marowak. Onix's Earthquake is strong against Rapidash and Electrode. Kadabra's Thunderpunch is strong against Suicune and Aerodactyl. It has to put in Suicune or Electrode because of their levels and the maximum allowed combined levels of 155. Marowak has Earthquake, and Rock Slide. Suicune has Icy Wind. Electrode has Thunder Wave. Alakazam has Psychic.

TRAINER: **POKéMON PEDRO**		WEAKNESSES:
POKéMON:		**Ground**
GENGAR	**Ghost/Poison**	**Dark**
STARMIE	**Water/Psychic**	**Psychic**
SNORLAX	**Normal**	
ELECTABUZZ	**Electric**	RENTAL PICKS:
MACHAMP	**Fighting**	**ONIX**
DRAGONITE	**Dragon/Flying**	**HOUNDOUR**
		MACHAMP

Onix's Earthquake is strong against Gengar and Electabuzz, and its Rock Throw is strong against Dragonite. Houndour's Crunch is strong against Gengar and Starmie. Machamp's Thunderpunch is strong against Starmie, and its Submission is strong against Snorlax. Pokémon Pedro can't have Snorlax and Dragonite in the same team/match because of the combined level limit of 155. Gengar has Confuse Ray, Night Shade, and Destiny Bond. Snorlax has Belly Drum. Machamp has Cross Chop.

STADIUM TIPS
PRIME CUP

THIS CUP HAS NO LIMITS

on your choices of Pokémon to bring into battle. It can be any Pokémon, up to Level 100.

We kept the same Rental Picks from the Poké Cup, since their diversity helped us survive that cup. We varied the team we brought in from the Game Boy Game Paks, but even the team used in the Poké Cup is diverse enough for this challenge.

THE MORE YOU KNOW...POKéMON FOR RENT?

You can check out the full list of Pokémon available for rent, and compare their attacks and stats, by checking the Rental Charts in this book. See page 74.

OUR TOP RENTAL PICKS

KADABRA (Psychic)
One of our all-time faves. Kadabra is fast, has a high Special Attack, plus Psychic and Thunderpunch attacks that are two of the best of their type.

ONIX (Rock/Ground)
Ground/Rock type is practically a necessity in this cup, and Onix has speed and high defense to boot. It also has the awesome Earthquake attack and Rock Throw.

HOUNDOUR (Fire/Dark)
Flamethrower and Sunny Day are a great Fire combo that can't be beat, and its Dark attack (Crunch) is great against Psychics and Ghosts.

MACHAMP (Fighting)
Machamp's Submission is great against your opponent's countless Normal-types. Fire Punch and Thunderpunch round it out with a perfect balance of diversity.

ZAPDOS (Electric/Flying)
Zapdos is an excellent Electric-type with few weaknesses. Thunder and Detect are two of its best moves. It's also immune to the opponent's favorite move, Earthquake.

DEWGONG (Water/Ice)
Our resident Water-type, who also has a decent Ice attack in Aurora Beam. Its combo of Rest and Sleep Talk will let you attack while you're sleeping to heal.

BRING YOUR OWN...

The rental Pokémon are still weaker than what you can raise, so you're better off bringing your own into battle. Here's a list of the Pokémon we'd rather bring into battle, along with their attacks. You're welcome to swap for your favorites.

LUGIA (Psychic/Flying)
Aeroblast, Recover, Hydro Pump, Psychic

MEWTWO (Psychic)
Safeguard, Recover, Mist, Psychic

ELECTABUZZ (Electric)
Thunder-, Ice and Fire Punches; Psychic

HO-OH (Fire/Flying)
Recover, Sacred Fire, Thunder, Whirlwind

MACHAMP (Fighting)
Cross Chop, Foresight, Fire Blast, Earthquake

TYRANITAR (Rock/Dark)
Earthquake, Crunch, Rock Slide, Surf

Prime Cup • Round 1

TRAINER: **LASS TERRY**

POKéMON:

BELLOSSOM	**Grass**
AZUMARILL	**Water**
AMPHAROS	**Electric**
FURRET	**Normal**
WIGGLYTUFF	**Normal**
TOGETIC	**Normal/Flying**

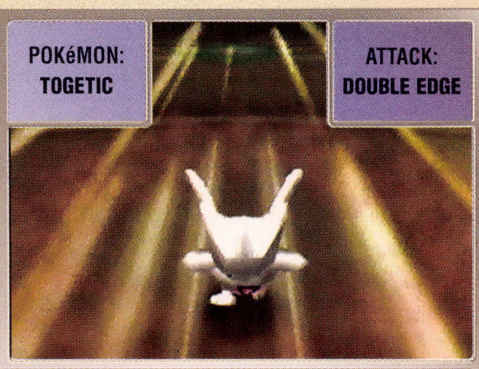
WEAKNESSES:
Fighting, Electric

RENTAL PICKS:
MACHAMP
ONIX
KADABRA

Machamp can take on everyone but Ampharos, and Onix's Earthquake can handle it. Ampharos uses Zap Cannon, Fire Punch, and Light Screen.

POKéMON: **TOGETIC**

ATTACK: **DOUBLE EDGE**



TRAINER: **BLACKBELT YANG**

POKéMON:

WOBBUFFET	**Psychic**
PRIMEAPE	**Fighting**
HITMONCHAN	**Fighting**
HITMONLEE	**Fighting**
HITMONTOP	**Fighting**
NIDOKING	**Poison/Ground**

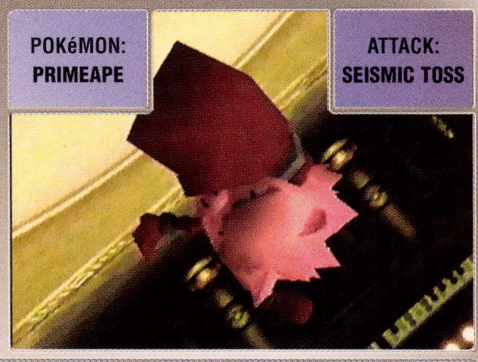
WEAKNESSES:
Psychic, Ghost, Flying

RENTAL PICKS:
KADABRA
ZAPDOS
HOUNDOUR

You can sub out on Wobbuffet with no penalty because it only uses defensive moves (try to alternate Special and Physical Attacks using Houndour). Any Flying or Psychic types can knock out the rest of his team easily. Use physical attacks to hit their low defense. Primeape has Seismic Toss.

POKéMON: **PRIMEAPE**

ATTACK: **SEISMIC TOSS**



TRAINER: **BIRD KEEPER ADAM**

POKéMON:

CHARIZARD	**Fire/Flying**
GLIGAR	**Ground/Flying**
AERODACTYL	**Rock/Flying**
FEAROW	**Normal/Flying**
MURKROW	**Dark/Flying**
DODRIO	**Normal/Flying**

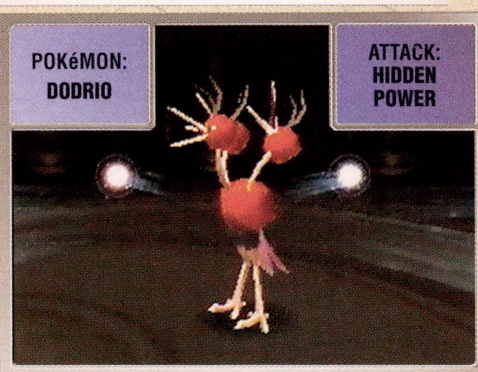
WEAKNESSES:
Electric, Rock, Ice

RENTAL PICKS:
DEWGONG
ONIX
ZAPDOS

Use Dewgong's Ice against Gligar. Gligar has Toxic and Sludge Bomb. Use Rain Dance with Thunder if you have it to destroy the rest. Use Onix (Rock Throw) against Charizard (4x strength) and against anyone else except Gligar. Zapdos (Electric) can take on anyone but Gligar. Dodrio has Tri Attack, Toxic, and Hidden Power.

POKéMON: **DODRIO**

ATTACK: **HIDDEN POWER**



TRAINER: **COOLTRAINER FLORIA**

POKéMON:

STANTLER	**Normal**
HYPNO	**Psychic**
EXEGGUTOR	**Grass/Psychic**
CLEFABLE	**Normal**
VICTREEBEL	**Grass/Poison**
POLIWRATH	**Water/Fighting**

WEAKNESSES:
Flying, Psychic, Bug, Ghost

RENTAL PICKS:
MACHAMP
HOUNDOUR
KADABRA

Use Houndour on Hypno, Exeggutor and Victreebel. Machamp is strong against everyone but Hypno. Kadabra is strong against Poliwrath (keep Houndour away from it). Stantler has Hypnosis and Earthquake. Hypno has Shadow Ball and Hypnosis. Exeggutor has Sludge Bomb.

POKéMON: **VICTREEBEL**

ATTACK: **SWAGGER**

TRAINER: **FISHERMAN CHASE**

POKéMON:

GYARADOS	**Water/Flying**
MANTINE	**Water/Flying**
LANTURN	**Water/Electric**
QUAGSIRE	**Water/Ground**
DEWGONG	**Water/Ice**
DRAGONITE	**Dragon/Flying**

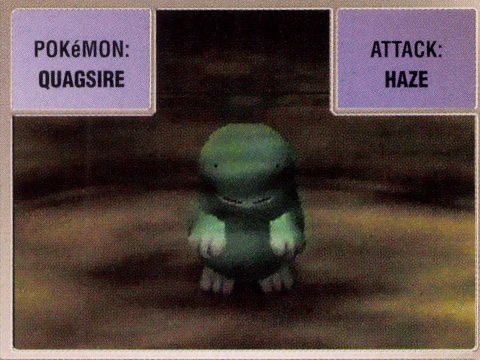
WEAKNESSES:
Electric, Grass, Ice

RENTAL PICKS:
ZAPDOS
ONIX
KADABRA

Put Zapdos against Gyarados and Mantine for one-hit knockouts, and Dewgong for an easy battle. Onix is decent against Lanturn, and its Rock attack is strong against Gyarados, Mantine and Dragonite. Use Kadabra as your finisher for Dragonite or Quagsire. Quagsire has Surf and Haze. Mantine has Waterfall.Dragonite has Outrage.

POKéMON: **QUAGSIRE**

ATTACK: **HAZE**



TRAINER: **SCIENTIST CRAIG**

POKéMON:

FORRETRESS	**Bug/Steel**
PERSIAN	**Normal**
ELECTRODE	**Electric**
SNEASEL	**Dark/Ice**
CROBAT	**Poison/Flying**
NINETALES	**Fire**

WEAKNESSES:
Fighting, Ground, Fire

RENTAL PICKS:
MACHAMP
ONIX
HOUNDOUR

Machamp can handle Persian, Crobat, and especially Sneasel (4x). Onix is good against Electrode, Ninetales and Crobat. Houndour is 4x strong against Forretress, and strong against Sneasel. Crobat has Confuse Ray, Screech, Bite and Fly. Ninetales has Flamethrower.

POKéMON: **CROBAT**

ATTACK: **FLY**

TRAINER: **SKIER KATHY**

POKéMON:

JYNX	**Ice/Psychic**
LAPRAS	**Water/Ice**
SLOWKING	**Water/Psychic**
PILOSWINE	**Ice/Ground**
MR. MIME	**Psychic**
FERALIGATR	**Water**

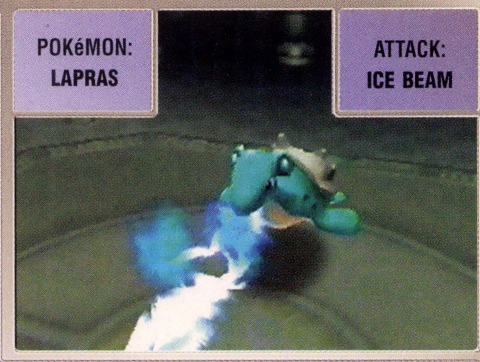
WEAKNESSES:
Dark, Electric, Rock, Grass

RENTAL PICKS:
HOUNDOUR
MACHAMP
ZAPDOS

Houndour is strong against Jynx and Mr. Mime. Machamp is strong against Piloswine, Lapras, and Feraligatr. Zapdos can take on Slowking, Lapras and Feraligatr. Mr. Mime has Double Team. Lapras has Ice Beam. Piloswine has Blizzard and Icy Wind.

POKéMON: **LAPRAS**

ATTACK: **ICE BEAM**



TRAINER: **COOLTRAINER MARTY**

POKéMON:

MEW	**Psychic**
URSARING	**Normal**
STARMIE	**Water/Psychic**
UMBREON	**Dark**
MUK	**Poison**
TYRANITAR	**Rock/Dark**

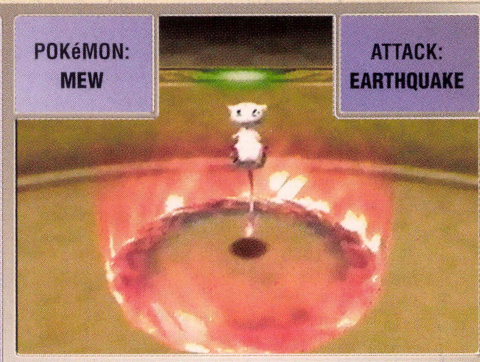
WEAKNESSES:
Fighting, Dark, Bug

RENTAL PICKS:
MACHAMP
HOUNDOUR
ZAPDOS

Machamp is strong against Ursaring, Umbreon and Tyranitar. Houndour can take on Mew. Zapdos is strong against Starmie, and can help finish off any of the others. Mew has Blizzard, Earthquake and Thunderpunch — use physical attacks on it, preferably Ghost-type. Umbreon has Shadow Ball and Confuse Ray. Tyranitar has Rock Slide and Earthquake. Muk has Sludge Bomb.

POKéMON: **MEW**

ATTACK: **EARTHQUAKE**



Prime Cup • Round 2

TRAINER: **LASS TERRY**

POKéMON:

BELLOSSOM	**Grass**
BLISSEY	**Normal**
DONPHAN	**Ground**
STEELIX	**Steel/Ground**
JUMPLUFF	**Grass/Flying**
MILTANK	**Normal**

WEAKNESSES:
Fighting
Fire
Ice

RENTAL PICKS:
DEWGONG
MACHAMP
HOUNDOUR

Dewgong's Ice attack is strong against Bellossom, Donphan, and 4x against Jumpluff; its Water attack is strong against Donphan, and Steelix. Machamp is strong against Blissey, Steelix, and Miltank. Houndour is strong against Bellossom, Steelix, and Jumpluff. Donphan has Earthquake. Blissey has Psychic and Thunder Wave.

TRAINER: **FISHERMAN CHASE**

POKéMON:

OMASTAR	**Rock/Water**
FERALIGATR	**Water**
LANTURN	**Water/Electric**
WEEZING	**Poison**
QUAGSIRE	**Water/Ground**
SLOWBRO	**Water/Psychic**

WEAKNESSES:
Grass
Electric

RENTAL PICKS:
ZAPDOS
ONIX
KADABRA

Zapdos is strong against Omastar, Feraligatr, Slowbro, and can take on the others except Quagsire. Onix is strong against Lanturn, Weezing, and can take on Quagsire. Kadabra is strong against Weezing, and can take on all others except Slowbro. Quagsire has Surf. Lanturn has Thunder Wave.

TRAINER: **BLACKBELT YANG**

POKéMON:

WOBBUFFET	**Psychic**
BLASTOISE	**Water**
TENTACRUEL	**Water/Poison**
PRIMEAPE	**Fighting**
HERACROSS	**Bug/Fighting**
POLIWRATH	**Water/Fighting**

WEAKNESSES:
Psychic
Electric

RENTAL PICKS:
KADABRA
ZAPDOS
HOUNDOUR

Kadabra is strong against Tentacruel, Primeape, Heracross and Poliwrath. Zapdos is strong against Blastoise, Tentacruel and Poliwrath. Houndour can handle Wobbuffet and Heracross. Heracross has Horn Attack. Poliwrath has Mind Reader and Surf. Blastoise has Strength, Earthquake, and Iron Tail.

TRAINER: **SCIENTIST CRAIG**

POKéMON:

STARMIE	**Water/Psychic**
UMBREON	**Dark**
MISDREAVUS	**Ghost**
STANTLER	**Normal**
CROBAT	**Poison/Flying**
ELECTRODE	**Electric**

WEAKNESSES:
Electric, Bug
Fighting
Dark

RENTAL PICKS:
MACHAMP
ZAPDOS
ONIX

Machamp is strong against Stantler, Umbreon, Crobat, and Starmie. Zapdos is strong against Starmie, Crobat, and weak against Electrode. Onix is strong against Crobat and Electrode. Misdreavus has Destiny Bond and Mean Look. Starmie, Umbreon and Stantler have Confuse Ray.

TRAINER: **BIRD KEEPER ADAM**

POKéMON:

DRAGONITE	**Dragon/Flying**
XATU	**Psychic/Flying**
AERODACTYL	**Rock/Flying**
MOLTRES	**Fire/Flying**
ZAPDOS	**Electric/Flying**
ARTICUNO	**Ice/Flying**

WEAKNESSES:
Rock
Electric
Ice

RENTAL PICKS:
ZAPDOS
ONIX
DEWGONG

Zapdos is strong against Xatu, Aerodactyl, Moltres and Articuno. Onix is strong against all and 4x against Moltres and Articuno. Dewgong is strong against Xatu, Aerodactyl, Zapdos and 4x against Dragonite. Aerodactyl has a Steel attack and Earthquake. Dragonite has Hyper Beam and Thunder.

TRAINER: **SKIER KATHY**

POKéMON:

SUICUNE	**Water**
TYRANITAR	**Rock/Dark**
SNORLAX	**Normal**
KINGDRA	**Water/Dragon**
SCIZOR	**Bug/Steel**
JOLTEON	**Electric**

WEAKNESSES:
Ground
Fighting
Grass

RENTAL PICKS:
MACHAMP
ZAPDOS
ONIX

Machamp is strong against Suicune, Snorlax and super strong against Tyranitar and Scizor. Onix is strong against Jolteon and Tyranitar. Zapdos is strong against Suicune and weak against Jolteon. Jolteon has Thunder Wave and Thunder. Snorlax has Body Slam and Earthquake. Suicune has Surf, Mirror Coat and Icy Wind.

TRAINER: **COOLTRAINER FLORIA**

POKéMON:

HYPNO	**Psychic**
EXEGGUTOR	**Grass/Psychic**
RAPIDASH	**Fire**
POLITOED	**Water**
MR. MIME	**Psychic**
ESPEON	**Psychic**

WEAKNESSES:
Dark
Ghost
Bug

RENTAL PICKS:
HOUNDOUR
ZAPDOS
DEWGONG

Houndour can handle Hypno, Exeggutor, Mr. Mime and Espeon. Zapdos is strong against Politoed and a match for everyone else except Exeggutor. Dewgong is strong against Exeggutor and Rapidash, and decent against everyone else except Politoed. Avoid Ghost-type Pokémon that are also Poison-type. Hypno has Hypnosis and Seismic Toss. Espeon has Bite and Morning Sun. Rapidash has Fire Blast, Light Screen and Hypnosis.

TRAINER: **COOLTRAINER MARTY**

POKéMON:

CELEBI	**Psychic/Grass**
PERSIAN	**Normal**
GENGAR	**Ghost/Poison**
MACHAMP	**Fighting**
LAPRAS	**Water/Ice**
RAIKOU	**Electric**

WEAKNESSES:
Dark, Ghost
Fighting
Ground

RENTAL PICKS:
MACHAMP
ONIX
HOUNDOUR

Machamp is strong against Persian and Lapras. Onix is strong against Gengar and Raikou. Houndour is strong against Celebi, Gengar and equal against the rest. Celebi has Leech Seed and Psychic. Lapras has Confuse Ray and Rest. Machamp has Cross Chop.

STADIUM 2 BATTLE GYM LEADER CASTLE

THE GYM LEADER CASTLE

leads you through a series of battles similar to the Stadium battles for the various Cups. Several of the gyms feature Trainers you must defeat on your way to the leader, similar to the Game Boy Pokémon gyms.

With each gym the difficulty increases slightly, until you reach the top of the Castle where you face off against The Elite Four Kanto Gym Leaders, some of the best Pokémon Trainers in the world.

This chapter will lead you through each battle, with a breakdown of the Pokémon you'll face, some of their attacks to watch out for, and which Pokémon we recommend to match up against them.

Once you beat the entire Gym Leader Castle, and all of the Stadium Cups and your Rival, you'll be faced with Round 2, where all of the Trainers become a little more fiesty, and their Pokémon are trained with new attacks and stronger stats. Good luck!

OUR TOP RENTAL PICKS

KADABRA (Psychic)
One of our all-time faves. Kadabra is fast, has a high Special Attack, plus Psychic and Thunderpunch attacks that are two of the best of their type.

ONIX (Rock/Ground)
Rock/Ground-type is practically a necessity, and Onix has speed and high defense to boot. It also has the awesome Earthquake attack and Rock Throw.

HOUNDOUR (Dark/Fire)
Flamethrower and Sunny Day are a great Fire combo that can't be beat, and its Dark attack (Crunch) is great against Psychics and Ghosts.

MACHAMP (Fighting)
Machamp's Submission is great against your opponent's countless Normal types. Fire Punch and Thunderpunch round it out with a perfect balance of diversity.

ZAPDOS (Electric/Flying)
Zapdos is an excellent Electric type with few weaknesses. Thunder and Detect are two of its best moves. It's also immune to the opponent's favorite move, Earthquake.

DEWGONG (Water/Ice)
Our resident Water type who also has a decent Ice attack in Aurora Beam. Its combo of Rest and Sleep Talk will let you attack while you're sleeping to heal.

BRING YOUR OWN...

The rental Pokémon are still weaker than what you can raise, so you're better off bringing your own into battle. Here's a list of the Pokémon we'd rather bring into battle, along with their attacks. You're welcome to swap for your favorites.

LUGIA (Psychic/Flying)
Aeroblast, Recover, Hydro Pump, Psychic

MEWTWO (Psychic)
Safeguard, Recover, Mist, Psychic

ELECTABUZZ (Electric)
Thunder-, Ice- and Fire-Punches; Psychic

HO-OH (Fire/Flying)
Recover, Sacred Fire, Thunder, Whirlwind

MACHAMP (Fighting)
Cross Chop, Foresight, Fire Blast, Earthquake

TYRANITAR (Rock/Dark)
Earthquake, Crunch, Rock Slide, Surf

Violet Gym

TRAINER: **BIRD KEEPER MATT**

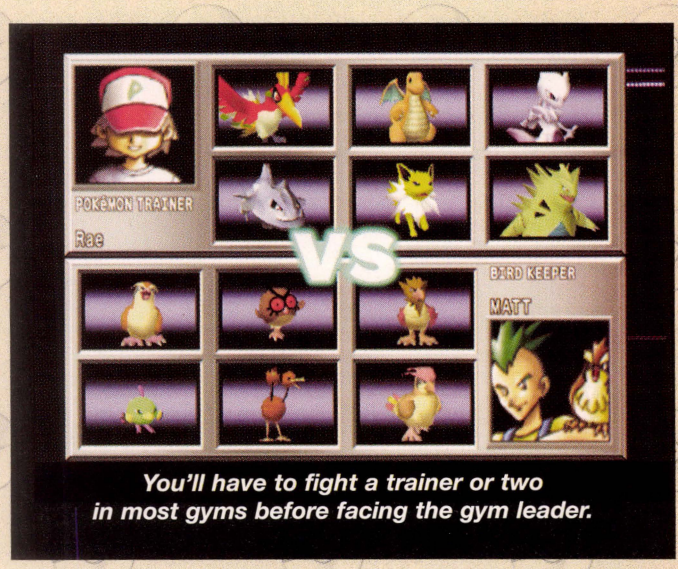
POKéMON:

PIDGEY	**Normal/Flying**
HOOTHOOT	**Normal/Flying**
SPEAROW	**Normal/Flying**
NATU	**Psychic/Flying**
DODUO	**Normal/Flying**
PIDGEOTTO	**Normal/Flying**

WEAKNESSES:
Electric
Ice
Rock

RENTAL PICKS:
ZAPDOS
ONIX
DEWGONG

All three are good against all of them. All the trainer's Pokémon are Flying-type so it won't be hard if you stick to Electric, Ice and Rock Attacks. Pidgey, Pidgeotto, Spearow and Doduo have Agility so it's likely they'll use it to increase their speed so they can have the upper hand.



You'll have to fight a trainer or two in most gyms before facing the gym leader.

GYM LEADER: **FALKNER**

POKéMON:

PIDGEOT	**Normal/Flying**
FARFETCH'D	**Normal/Flying**
NOCTOWL	**Normal/Flying**
DELIBIRD	**Ice/Flying**
FEAROW	**Normal/Flying**
TOGETIC	**Normal/Flying**

WEAKNESSES:
Rock, Electric, Ice

RENTAL PICKS:
ZAPDOS
ONIX
DEWGONG

Dewgong's Aurora Beam is strong against everyone but Delibird. Onix's Rock Throw is strong against everyone and 4x strong against Delibird. Zapdos is strong against them all. Delibird has Earthquake. Everyone but Togetic has Mud-Slap. So it'll likely try to lower your accuracy by using this move, and then attacking. Mud-Slap has a damage of 20.

Azalea Gym

TRAINER: **BUG CATCHER CHAZ**

POKéMON:

YANMA	**Bug/Flying**
SPINARAK	**Bug/Poison**
SHUCKLE	**Bug/Rock**
RATTATA	**Normal**
PARAS	**Bug/Grass**
GEODUDE	**Rock/Ground**

WEAKNESSES:
Rock
Flying
Fire

RENTAL PICKS:
ONIX
HOUNDOUR
MACHAMP

Onix's Rock Throw is strong against Spinarak, Shuckle and Paras and 4x strong against Yanma. Its Earthquake is strong against Geodude. Houndour's Flamethrower is strong against everyone but Shuckle, Rattata and Geodude, and is 4x strong against Paras. Machamp's Submission is strong against Rattata and Geodude. Its Fire Punch is strong against Yanma, Spinarak, and 4x strong against Paras. Spinarak has Psychic. Yanma has Foresight and Swift. Geodude has Tackle and Body Slam. Rattata has Quick Attack.

TRAINER: **TWIN MIN & LYN**

POKéMON:

LEDYBA	**Bug/Flying**
SUNKERN	**Grass**
JIGGLYPUFF	**Normal**
HOPPIP	**Grass/Flying**
PIKACHU	**Electric**
CLEFAIRY	**Normal**

WEAKNESSES:
Ice
Fire
Flying

RENTAL PICKS:
ONIX
DEWGONG
MACHAMP

Onix's Rock Throw is strong against Hoppip and 4x strong against Ledyba, while its Earthquake is strong against Pikachu. Dewgong's Aurora Beam is strong against Ledyba, Sunkern and 4x strong against Hoppip. Machamp's Submission is strong against Jigglypuff and Clefairy. Its Fire Punch is strong against Ledyba, Sunkern and Hoppip. Ledyba, Sunkern, and Hoppip have Sweet Scent. Jigglypuff, Pikachu and Clefairy have Charm, which will reduce your attack strength.

GYM LEADER: **BUGSY**

POKéMON:

SCYTHER	**Bug/Flying**
BUTTERFREE	**Bug/Flying**
BEEDRILL	**Bug/Poison**
WEEPINBELL	**Grass/Poison**
PINSIR	**Bug**
PUPITAR	**Rock/Ground**

WEAKNESSES:
Rock, Fire, Flying, Ice

RENTAL PICKS:
ONIX
HOUNDOUR
DEWGONG

Onix's Rock Throw is strong against Beedrill and Pinsir, 4x strong against Scyther and Butterfree, and its Earthquake is strong against Pupitar. Houndour's Flamethrower is strong against all but Pupitar. Dewgong's Aurora Beam is strong against Scyther, Weepinbell and Butterfree. Its Waterfall is 4x strong against Pupitar. Butterfree has Psychic and Giga Drain. Pinsir has Submission, a powerful Fighting move deadly against Normal, Ice, Rock, Dark and Steel. Pupitar has the all-powerful Earthquake.

Goldenrod Gym

TRAINER: **LASS**

POKéMON:

TEDDIURSA	**Normal**
MARILL	**Water**
MEOWTH	**Normal**
PHANPY	**Ground**
POLIWAG	**Water**
SNUBBULL	**Normal**

WEAKNESSES:
Fighting
Grass

RENTAL PICKS:
MACHAMP
ZAPDOS
DEWGONG

Machamp's Submission is strong against all but Phanpy and Poliwag, and his Thunderpunch is strong against Poliwag. Zapdos is strong against Poliwag. Dewgong's Ice and Water is strong against Phanpy. Marill has Double-Edge and Tail Whip. Phanpy has Earthquake. Poliwag has Blizzard. Snubbull has Take Down. They look small, but they've got big time moves.

TRAINER: **BEAUTY RITA**

POKéMON:

AIPOM	**Normal**
MAREEP	**Electric**
DIGLETT	**Ground**
PONYTA	**Fire**
REMORAID	**Water**
SENTRET	**Normal**

WEAKNESSES:
Fighting
Ground
Grass

RENTAL PICKS:
MACHAMP
ONIX
DEWGONG

Machamp's Submission is strong against Aipom, Sentret, and his Thunderpunch is strong against Remoraid. Onix's Earthquake is strong against Mareep and Ponyta. Dewgong's Waterfall is strong against Diglett and Ponyta. Everyone on this team has Attract, which will prevent you from attacking 50% of the time, so keep track of your Pokémon's gender. Aipom has Swift. Sentret has Quick Attack.

GYM LEADER: **WHITNEY**

POKéMON:

MILTANK	**Normal**
CLEFABLE	**Normal**
WIGGLYTUFF	**Normal**
GLOOM	**Grass/Poison**
DODRIO	**Normal/Flying**
STANTLER	**Normal**

WEAKNESSES:
Fire, Ice, Fighting

RENTAL PICKS:
MACHAMP
DEWGONG
KADABRA

Machamp's Submission is strong against all but Gloom and Dodrio. Dewgong's Aurora Beam is strong against Dodrio and Gloom. Kadabra's Psychic is strong against Gloom, and its Thunderpunch is strong against Dodrio. Miltank has Earthquake. Clefable has Psychic. Wigglytuff has Psychic and Double-Edge. Gloom has Solarbeam and Petal Dance.

Ecruteak Gym

TRAINER: **MEDIUM HOLLY**

POKéMON:

BELLSPROUT	**Grass/Poison**
HOOTHOOT	**Normal/Flying**
LEDIAN	**Bug/Flying**
DITTO	**Normal**
NIDORINA	**Poison**
UNOWN	**Psychic**

WEAKNESSES:
Ice
Fighting
Psychic

RENTAL PICKS:
DEWGONG
MACHAMP
KADABRA

Dewgong's Aurora Beam is strong against everyone but Ditto, Nidorina and Unown. Machamp's Submission is strong against Ditto, and its Thunderpunch is strong against Hoothoot and Ledian. Its Fire Punch is strong against Bellsprout and Ledian. Kadabra's Psychic is strong against Nidorina and its Thunderpunch is strong against Hoothoot and Ledian. Bellsprout has Vine Whip. Hoothoot has Peck and Foresight. Ledian has Curse, Spite and Lick, yet it is not a Ghost-type so these abilities won't be very strong.

TRAINER: **SAGE TY**

POKéMON:

ZUBAT	**Poison/Flying**
SMOOCHUM	**Ice/Psychic**
GASTLY	**Ghost/Poison**
GOLBAT	**Poison/Flying**
MISDREAVUS	**Ghost**
HAUNTER	**Ghost/Poison**

WEAKNESSES:
Psychic
Dark
Rock

RENTAL PICKS:
KADABRA
HOUNDOUR
ONIX

Kadabra's Psychic is strong against Zubat, Gastly, Golbat and Haunter. Houndour's Flamethrower is strong against Smoochum, and its Crunch is strong against Gastly, Haunter and Misdreavus. Onix's Rock Throw is strong against Zubat, Golbat, and its Earthquake is strong against Haunter and Gastly. Zubat has Wing Attack. Smoochum has Blizzard, so keep Flying-, Ground-, Grass- and Dragon-types clear! Smoochum also has the Perish Song/Mean Look combo! Roar or Whirlwind could come in handy to sub out and rid yourself of Perish Song. Misdreavus has Psybeam.

GYM LEADER: **MORTY**

POKéMON:

GENGAR	**Ghost/Poison**
ARIADOS	**Bug/Poison**
SUDOWOODO	**Rock**
MAROWAK	**Ground**
GIRAFARIG	**Normal/Psychic**
NOCTOWL	**Normal/Flying**

WEAKNESSES:
Ground, Ice, Dark

RENTAL PICKS: **ONIX, DEWGONG, HOUNDOUR**

Onix's Earthquake is strong against Gengar, Sudowoodo, and its Rock Throw is strong against Noctowl and Ariados. Dewgong's Aurora Beam is strong against Marowak, Noctowl, and its Waterfall is stronger then Aurora Beam against Marowak. Houndour's Flamethrower is strong against Ariados, and its Crunch is strong against Gengar and Girafarig. Marowak's Bonemerang will hit two times in one turn, and takes off a lot if you're not resistant to physical attacks. It also has Bone Rush. Ariados has Psychic. Gengar has Shadow Ball. Sudowoodo has Earthquake.

Cianwood Gym

TRAINER: **BLACK BELT NICK**

POKéMON:

HITMONTOP	**Fighting**
NIDORINO	**Poison**
DUGTRIO	**Ground**
HITMONLEE	**Fighting**
SEAKING	**Water**
RHYHORN	**Ground/Rock**

WEAKNESSES:
Psychic
Grass

OUR TEAM:
KADABRA
DEWGONG
ZAPDOS

Kadabra's Psychic is strong against Nidorino, Hitmonlee and Hitmontop, and its Thunderpunch is strong against Seaking. Dewgong's Aurora Beam is strong against Dugtrio, Nidorino, and Rhyhorn, and its Waterfall is strong against Rhyhorn and Dugtrio. Zapdos is strong against Seaking with its Thunder. Nidorino, Rhyhorn and Seaking all have Horn Drill — an attack that if it hits (though only 30% chance) will make you automatically faint. Dugtrio also has Fissure, which also has a 30% chance of hitting.

Horn Drill only has a 30% chance of hitting, but if it does hit you'll automatically faint.

GYM LEADER: **CHUCK**

POKéMON:

POLIWRATH	**Water/Fighting**
GRANBULL	**Normal**
MACHOKE	**Fighting**
HITMONCHAN	**Fighting**
SANDSLASH	**Ground**
PRIMEAPE	**Fighting**

WEAKNESSES:
Psychic, Flying

RENTAL PICKS:
KADABRA
ZAPDOS
MACHAMP

Kadabra's Psychic is strong against Machoke, Hitmonchan, Poliwrath and Primeape. Zapdos' Thunder is strong against Poliwrath, and it Flying type makes him unhittable to Ground attacks that Sandslash may use. Machamp's Thunderpunch is strong against Poliwrath, and its Submission is Strong against Granbull. They all have Dynamicpunch, and tend to use it often, so a Ghost-type Pokémon is ready for this battle.

Olivine Gym

GYM LEADER: **JASMINE**

POKéMON:

STEELIX	**Steel/Ground**
CORSOLA	**Water/Rock**
MAGNETON	**Electric/Steel**
MANTINE	**Water/Flying**
SKARMORY	**Steel/Flying**
FORRETRESS	**Bug/Steel**

WEAKNESSES:
Ground, Electric, Fire

RENTAL PICKS:
ONIX
ZAPDOS
HOUNDOUR

Onix's Earthquake is strong against Steelix, Corsola and 4x strong against Magneton. Onix's Rock Throw is strong against Mantine. Zapdos is strong against Skarmory and Corsola. Houndour's Flamethrower is strong against Steelix, Magneton, Skarmory, and 4x strong against Forretress. Steelix is most likely to show up, If he does prepare for an Earthquake or flurry of Iron Tail attacks. Corsola has Psychic. Skarmory has Steel Wing.

Team Rocket

TRAINER: **ROCKET GRUNT**

POKéMON:

GEODUDE	**Rock/Ground**
KOFFING	**Poison**
PINECO	**Bug**
GRAVELER	**Rock/Ground**
WEEZING	**Poison**
ELECTRODE	**Electric**

WEAKNESSES:
Ground/Ice

RENTAL PICKS:
ONIX
DEWGONG
KADABRA

Onix's Earthquake is strong against everyone but Pineco, but its Rock Throw is strong against Pineco. Dewgong's Waterfall is 4x Strong against Geodude and Graveler. Kadabra's Psychic is strong against Koffing and Weezing. All his Pokémon have Explosion, so try to bring in a Pokémon with high speed and a Dig or Fly ability.

TRAINER: **ROCKET GRUNT**

POKéMON:

MURKROW	**Dark/Flying**
DROWZEE	**Psychic**
SPINARAK	**Bug/Poison**
DUNSPARCE	**Normal**
ZUBAT	**Poison/Flying**
HOUNDOUR	**Dark/Fire**

WEAKNESSES:
Rock
Fighting

RENTAL PICKS:
ONIX
MACHAMP
ZAPDOS

Onix's Rock Throw is strong against Zubat, Murkrow, Spinarak, and its Earthquake is strong enough to use against Houndour. Machamp's Submission is strong against Dunsparce, Houndour, and its Thunderpunch is strong against Zubat and Murkrow. Its Fire Punch is strong against Spinarak. Keep Machamp away from Drowzee. All but Houndour have Toxic and Detect, and they tend to use them as a one-two punch, avoiding your attacks while you suffer from the poisoning. Having a Poisoncureberry would be great for this battle.

TRAINER: **ROCKET EXECUTIVE**

POKéMON:

SNEASEL	**Dark/Ice**
MUK	**Poison**
LICKITUNG	**Normal**
VILEPLUME	**Grass/Poison**
RATICATE	**Normal**
ARBOK	**Poison**

WEAKNESSES:
Fighting, Psychic

RENTAL PICKS:
MACHAMP, KADABRA, ONIX

Machamp's Submission is strong against Lickitung, Raticate, and 4x strong against Sneasel. Its Fire Punch is strong against Vileplume. Kadabra's Psychic is strong against Arbok, Muk, and Vileplume. Onix's Earthquake is strong against Muk and Arbok, and its Rock Throw is strong against Sneasel. All her Pokémon have Frustration, which gains power based on how unhappy they are. Thief is also present in her Pokémon, so you might end up losing an item for this battle

TRAINER: **ROCKET EXECUTIVE**

POKéMON:

HOUNDOOM	**Dark/Fire**
GOLBAT	**Poison/Flying**
PERSIAN	**Normal**
MISDREAVUS	**Ghost**
VICTREEBEL	**Grass/Poison**
WOBBUFFET	**Psychic**

WEAKNESSES:
Ice, Fighting, Psychic, Dark, Rock

RENTAL PICKS: **MACHAMP, HOUNDOUR, DEWGONG**

Machamp's Submission is strong against Persian and Houndoom. Its Thunderpunch is strong against Golbat, and its Fire Punch is strong against Victreebel. Houndour's Flamethrower is strong against Victreebel, and its Crunch is strong against Misdreavus and Wobbuffet. Dewgong's Aurora Beam is strong against Golbat and Victreebel, and its Waterfall is strong against Houndoom. Houndoom and Victreebel have Sunny Day, so attacks like Solarbeam, Fire Blast and Flamethrower become knockout hits (got Rain Dance?). Golbat has Giga Drain.

Mahogany Gym

TRAINER: **BOARDER ALVIN**

POKéMON:

SEEL	**Water**
SWINUB	**Ice/Ground**
SHELLDER	**Water**
SMOOCHUM	**Ice/Psychic**
KINGLER	**Water**
FLAAFFY	**Electric**

WEAKNESSES:
Grass
Electric

RENTAL PICKS:
ZAPDOS
HOUNDOUR
MACHAMP

Zapdos is strong against Shellder, Seel, and Kingler. Houndour's Flamethrower is strong against Smoochum. Machamp's Thunderpunch is strong against Seel, Shellder, and Kingler, and its Submission is strong against Swinub. Kingler has Blizzard. Flaaffy has Iron Tail. Seel, Swinub, and Shellder have Endure. Smoochum has Powder Snow.

TRAINER: **SKIER CAROL**

POKéMON:

DELIBIRD	**Ice/Flying**
AZUMARILL	**Water**
CUBONE	**Ground**
QWILFISH	**Water/Poison**
DRATINI	**Dragon**
SEADRA	**Water**

WEAKNESSES:
Electric
Grass
Ice

RENTAL PICKS:
ZAPDOS
DEWGONG
KADABRA

Zapdos is strong against Delibird, Azumarill, Qwilfish and Seadra. Dewgong's Aurora Beam is strong against Dratini, and its Waterfall is strong against Cubone. Kadabra's Thunderpunch is strong against Delibird, Azumarill, and Seadra. Kadabra's Psychic is strong against Qwilfish. Everyone on this team has Icy Wind, so Safeguard is useful. All of her Pokémon also have Headbutt. Avoid using Ground-, Grass-, Flying- and Dragon-type Pokémon.

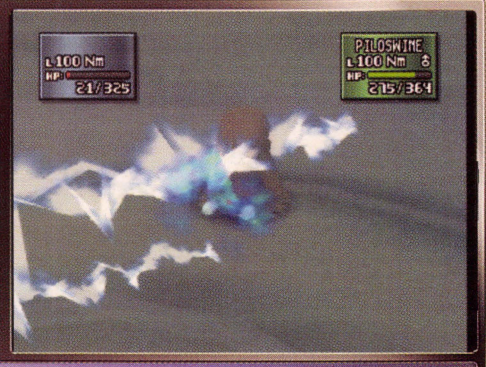
GYM LEADER: **PRYCE**

POKéMON:

PILOSWINE	**Ice/Ground**
DEWGONG	**Water/Ice**
CLOYSTER	**Water/Ice**
URSARING	**Normal**
DONPHAN	**Ground**
JYNX	**Ice/Psychic**

WEAKNESSES:
Fighting, Rock, Grass

RENTAL PICKS:
MACHAMP
ONIX
KADABRA



Machamp's Submission is strong against everyone except Donphan and Jynx. Onix's Rock Throw is strong against Jynx, Cloyster and Dewgong. Kadabra's Thunderpunch is strong against Dewgong and Cloyster. Cloyster has high physical Defense, so stick to special attacks (preferably Electric). Piloswine has Earthquake, Blizzard and Take Down. Donphan has Earthquake.

Blackthorn Gym

COOLTRAINER GLORIA

POKéMON:

JIGGLYPUFF	**Normal**
VENONAT	**Bug/Poison**
SKIPLOOM	**Grass/Flying**
CLEFAIRY	**Normal**
EXEGGCUTE	**Grass/Psychic**
ODDISH	**Grass/Poison**

WEAKNESSES:
Fire, Ice, Flying, Fighting

RENTAL PICKS:
MACHAMP
HOUNDOUR
DEWGONG

Machamp's Submission is strong against Jigglypuff and Clefairy. Its Fire Punch is strong against Oddish, Skiploom, Exeggcute and Venonat. Its Thunderpunch is even against Skiploom. Houndour's Flamethrower is strong against Venonat, Oddish, Exeggcute and Skiploom. Dewgong's Aurora Beam is strong against Exeggcute, Oddish and 4x strong against Skiploom. Jigglypuff and Clefairy have Sing. Jigglypuff has Double-Edge. Clefairy has Fire Blast. Venonat has Psychic and Giga Drain.

COOL TRAINER VINCE

POKéMON:

BULBASAUR	**Grass/Poison**
SQUIRTLE	**Water**
CHARMANDER	**Fire**
CHIKORITA	**Grass**
TOTODILE	**Water**
CYNDAQUIL	**Fire**

WEAKNESSES:
Fire
Water
Grass

RENTAL PICKS:
DEWGONG
ZAPDOS
KADABRA

Dewgong's Waterfall is strong against Charmander and Cyndaquil. Its Aurora Beam is strong against Chikorita and Bulbasaur. Zapdos is strong against Squirtle and Totodile. Kadabra is a good finisher whose Thunderpunch is also strong against Squirtle and Totodile, plus its Psychic is strong against Bulbasaur. Bulbasaur has Giga Drain and Headbutt. Squirtle has Surf, Blizzard and Bite. Totodile has Slash and Surf. Chikorita has Body Slam and Attract. Cyndaquil has Iron Tail, Swift and Flamethrower.

GYM LEADER: **CLAIR**

POKéMON:

KINGDRA	**Water/Dragon**
AMPHAROS	**Electric**
DRAGONAIR	**Dragon**
RHYDON	**Ground/Rock**
ARCANINE	**Fire**
LAPRAS	**Water/Ice**

WEAKNESSES:
Ground, Dragon, Fighting

RENTAL PICKS: **ONIX, MACHAMP, DEWGONG**

Onix's Earthquake is strong against Rhydon, Ampharos and Arcanine. Its Rock Throw is strong against Lapras. Machamp's Submission is strong against Lapras and Rhydon. Dewgong's Aurora Beam is strong against Dragonair, plus its Waterfall is strong against Arcanine and Rhydon. The only type that is strong against Kingdra is Dragon. Kingdra has Hydro Pump, Blizzard and Dragonbreath. Ampharos has Thunderpunch and Iron Tail. Dragonair has Blizzard. Rhydon has Earthquake. Arcanine has Flamethrower and Dragon Rage. Lapras has Dragonbreath and Psychic.

Elite Four

ELITE FOUR: **WILL**

POKéMON:

XATU	**Psychic/Flying**
KADABRA	**Psychic**
GIRAFARIG	**Normal/Psychic**
CLEFABLE	**Normal**
EXEGGUTOR	**Grass/Psychic**
JYNX	**Ice/Psychic**

WEAKNESSES:
Dark
Ghost
Bug

RENTAL PICKS:
HOUNDOUR
ZAPDOS
ONIX

Houndour's Crunch is strong against Girafarig, Exeggutor, Kadabra and Jynx. Zapdos is strong against Xatu. Onix's Rock Throw is strong against Xatu and Jynx. Xatu has Psychic and Giga Drain. Kadabra has Psychic and Shadow Ball. Girafarig has Psybeam, Earthquake, and Shadow Ball. Clefable has Psychic, Blizzard, and Fire Blast. Exeggutor has Psychic and Giga Drain. Jynx has Psychic, Ice Punch, and Body Slam.

ELITE FOUR: **KOGA**

POKéMON:

VENOMOTH	**Bug/Poison**
ARIADOS	**Bug/Poison**
GOLBAT	**Poison/Flying**
GLIGAR	**Ground/Flying**
ELECTRODE	**Electric**
MUK	**Poison**

WEAKNESSES:
Psychic, Fire, Ice, Rock

RENTAL PICKS:
KADABRA
ONIX
DEWGONG

Kadabra's Psychic is strong against Golbat, Muk, Venomoth and Ariados. Onix's Earthquake is strong against Electrode and Muk, plus its Rock Throw is strong against Ariados, Golbat and Venomoth. Dewgong's Aurora Beam is strong against Golbat and 4x strong against Gligar. Double Team and Toxic are common moves in its team. He will increase his Pokémon Evasion by using Double Team then Toxic, and you won't be able to hit it. If you have Roar or Whirlwind you can blow them away, which cancels out their raised stats. A Poisoncureberry is useful in this battle.

ELITE TRAINER: **BRUNO**

POKéMON:

MACHAMP	**Fighting**
GOLEM	**Rock/Ground**
KANGASKHAN	**Normal**
BLASTOISE	**Water**
HERACROSS	**Bug/Fighting**
ONIX	**Rock/Ground**

WEAKNESSES:
Fighting, Grass, Psychic

RENTAL PICKS: **MACHAMP, KADABRA, ONIX**

Machamp's Submission is strong against Kangaskhan, Golem and Onix, plus its Thunderpunch is strong against Blastoise, and its Fire Punch is strong against Heracross. Kadabra's Psychic is strong against Machamp and Heracross. Its Thunderpunch is strong against Blastoise. Onix's Earthquake is strong against Onix and Golem. Heracross has Earthquake and Horn Attack. Machamp has Cross Chop and Earthquake. Golem has Rock Throw, Rock Smash, Magnitude and Headbutt. Blastoise has Surf and Headbutt.

ELITE FOUR: **KAREN**

POKéMON:

UMBREON	**Dark**
VICTREEBEL	**Grass/Poison**
MURKROW	**Dark/Flying**
MAGMAR	**Fire**
GENGAR	**Ghost/Poison**
VILEPLUME	**Grass/Poison**

WEAKNESSES:
Psychic, Ice, Ground/Rock

RENTAL PICKS: **KADABRA, DEWGONG, ONIX**

Kadabra's Psychic is strong against Gengar, Victreebel and Vileplume, plus its Thunderpunch is strong against Murkrow. Its Psychic can't hit Umbreon or Murkrow. Dewgong's Aurora Beam is strong against Victreebel, Vileplume and Murkrow, plus its Waterfall is strong against Magmar. Onix's Earthquake is strong against Magmar and Gengar, plus its Rock Throw is strong against Murkrow. All of her Pokémon have Attract, so keep track of their genders against yours. Umbreon, Magmar and Gengar have Confuse Ray. Victreebel has Razor Leaf. Murkrow has Faint Attack. Gengar has Psychic.

CHAMPION: LANCE

POKéMON:

DRAGONITE	**Dragon/Flying**
TYRANITAR	**Rock/Dark**
CHARIZARD	**Fire/Flying**
AERODACTYL	**Rock/Flying**
STEELIX	**Steel/Ground**
GYARADOS	**Water/Flying**

WEAKNESSES:
Water, Rock, Electric

RENTAL PICKS: **DEWGONG, ONIX, MACHAMP**

Dewgong's Aurora Beam is strong against Aerodactyl and 4x strong against Dragonite, plus its Waterfall is strong against Charizard, Tyranitar and Steelix. Onix's Rock Throw is strong against Dragonite, Gyarados, Aerodactyl and 4x strong against Charizard, plus its Earthquake is strong against Steelix and Tyranitar. Machamp's Fire Punch is strong against Steelix, plus its Thunderpunch is strong against Aerodactyl, Charizard, and 4x strong against Gyarados. Its Submission is strong against Steelix and 4x strong against Tyranitar. All its Pokémon have Hyper Beam. Aerodactyl and Steelix have Earthquake. Dragonite has Steel Wing.

Kanto Gym Leader Castle

GYM LEADER: BROCK

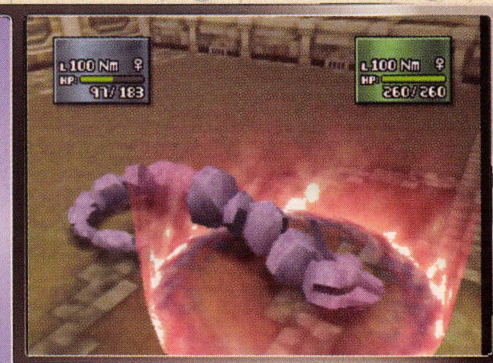
POKéMON:

ONIX	**Rock/Ground**
GOLEM	**Rock/Ground**
OMASTAR	**Rock/Water**
PINSIR	**Bug**
FORRETRESS	**Bug/Steel**
KABUTOPS	**Rock/Water**

WEAKNESSES:
Fighting, Grass, Ground

RENTAL PICKS: **MACHAMP, ONIX, DEWGONG**

Machamp's Submission is strong against Onix, Golem, Omastar and Kabutops. Machamp's Fire Punch is strong against Pinsir and 4x strong against Forretress. Onix's Rock Throw is strong against Pinsir, and its Earthquake is strong against Onix, Golem, Omastar and Kabutops. Dewgong's Waterfall is 4x strong against Onix and Golem. Onix has Earthquake and Strength. Golem has Defense Curl. Omastar has Blizzard. Pinsir has Seismic Toss. Forretress has Giga Drain. Kabutops has Slash.



GYM LEADER: MISTY

POKéMON:

STARMIE	**Water/Psychic**
TOGETIC	**Normal/Flying**
GOLDUCK	**Water**
SUNFLORA	**Grass**
POLIWHIRL	**Water**
QUAGSIRE	**Water/Ground**

WEAKNESSES:
Grass, Electric

RENTAL PICKS:
ZAPDOS, MACHAMP
KADABRA

Zapdos is strong against everyone except Sunflora and Quagsire. Machamp's Thunderpunch is strong against everyone except Sunflora and Quagsire, but its Fire Punch is strong against Sunflora. Kadabra's Thunderpunch is strong against everyone except Sunflora and Quagsire, and its Special Attack stat is high which makes it a contender to be a starter. All except Sunflora have Rain Dance, which powers up Water attacks.

GYM LEADER: LT. SURGE

POKéMON:

RAICHU	**Electric**
LANTURN	**Water/Electric**
ELECTABUZZ	**Electric**
ELECTRODE	**Electric**
PORYGON	**Normal**
MAGNETON	**Electric/Steel**

WEAKNESSES:
Ground, Fighting

RENTAL PICKS:
ONIX
MACHAMP
HOUNDOUR

Onix's Earthquake is strong against everyone except Porygon, and 4x strong against Magneton. Machamp's Submission is strong against Porygon and Magneton. Houndour's Flamethrower is strong against Magneton. Earthquake works great in this battle. Raichu has Thunderbolt, Seismic Toss and Thunder Wave. Lanturn and Magneton have Thunder Wave. Electabuzz has Thunderbolt and Psychic. Electrode has Mirror Coat and Explosion. Porygon has Psybeam.

GYM LEADER: **ERIKA**

POKéMON:

BELLOSSOM	**Grass**
TANGELA	**Grass**
VENUSAUR	**Grass/Poison**
CHANSEY	**Normal**
JUMPLUFF	**Grass/Flying**
VAPOREON	**Water**

WEAKNESSES:
Ice, Fire

RENTAL PICKS: **DEWGONG, MACHAMP, HOUNDOUR**

Dewgong's Aurora Beam is strong against everyone except Chansey and Vaporeon, though it's extra strong against Jumpluff. Machamp's Submission is strong against Chansey, and its Fire Punch is strong against everyone except Vaporeon and Chansey. Its Thunderpunch is strong against Vaporeon. Houndour's Flamethrower is strong against everyone except Chansey and Vaporeon. Bellossom, Tangela, Venusaur and Jumpluff have Sleep Powder. Chansey has Sing. Sleep Talk or Snore would be useful in this battle, as would a Mint Berry. Bellossom and Tangela have Giga Drain. Jumpluff has Solarbeam.

GYM LEADER: **JANINE**

POKéMON:

CROBAT	**Poison/Flying**
ARIADOS	**Bug/Poison**
WEEZING	**Poison**
STANTLER	**Normal**
GLIGAR	**Ground/Flying**
TENTACRUEL	**Water/Poison**

WEAKNESSES:
Psychic, Ice

RENTAL PICKS:
KADABRA, DEWGONG MACHAMP

Kadabra's Psychic is strong against everyone but Gligar and Stantler. Dewgong's Aurora Beam is 4x strong against Gligar, and strong against Crobat. Machamp's Submission is strong against Stantler, and its Thunderpunch is strong against Tentacruel and Crobat. Its Fire Punch is strong against Ariados. Crobat and Stantler have Confuse Ray. Ariados, Weezing and Gligar have Swagger. Tentacruel has Supersonic. Weezing, Stantler, Gligar and Tentacruel have Attract. Everyone also has Toxic.

GYM LEADER: **SABRINA**

POKéMON:

ALAKAZAM	**Psychic**
MR. MIME	**Psychic**
HYPNO	**Psychic**
WIGGLYTUFF	**Normal**
FURRET	**Normal**
SLOWBRO	**Water/Psychic**

WEAKNESSES:
Dark, Ghost, Fighting

RENTAL PICKS:
HOUNDOUR MACHAMP ZAPDOS

Houndour's Crunch is strong against everyone except Wigglytuff and Furret. Machamp's Submission covers the other bases because it's strong against Wigglytuff and Furret. Zapdos is strong against Slowbro. Everyone except Furret has Psychic. Avoid using Fighting-type Pokémon. Wigglytuff has Shadow Ball. Slowbro has Earthquake.

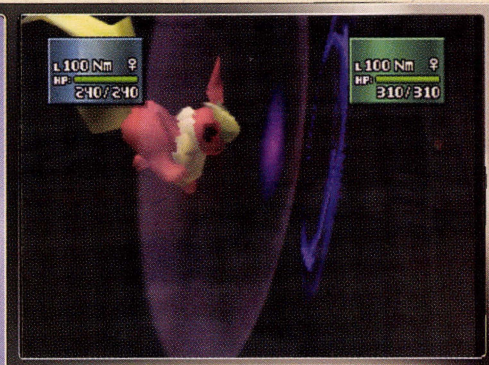
GYM LEADER: **BLAINE**

POKéMON:

RAPIDASH	**Fire**
NINETALES	**Fire**
PARASECT	**Bug/Grass**
FLAREON	**Fire**
OCTILLERY	**Water**
MAGCARGO	**Fire/Rock**

WEAKNESSES:
Ground, Water, Flying

RENTAL PICKS:
ONIX, DEWGONG, ZAPDOS



Onix's Earthquake will take everyone out except Octillery and Parasect. Dewgong's Waterfall will take everyone out except Octillery and Parasect (it's especially strong against Magcargo). Zapdos' Thunder will take care of Octillery. Everyone except Octillery has Sunny Day, and it's used often, but you can get in a free hit while they're using this ability, so pay attention to when they'll need to do it again (every five turns). Magcargo has Earthquake. Flareon has Shadow Ball.

GYM LEADER: **BLUE**

POKéMON:

PIDGEOT	**Normal/Flying**
ALAKAZAM	**Psychic**
RHYDON	**Rock/Ground**
GYARADOS	**Water/Flying**
EXEGGUTOR	**Grass/Psychic**
ARCANINE	**Fire**

WEAKNESSES:
Ice, Dark, Electric, Ground

RENTAL PICKS: **DEWGONG, MACHAMP, HOUNDOUR**

Dewgong's Aurora Beam is strong against Pidgeot and Exeggutor, plus its Waterfall is strong against Arcanine and 4x strong against Rhydon. Machamp's Thunderpunch is strong against Pidgeot and 4x strong against Gyarados. Its Fire Punch is strong against Exeggutor. Houndour's Crunch is strong against Alakazam and Exeggutor. Alakazam has Psychic. Rhydon has Earthquake. Gyarados has Surf. Exeggutor has Giga Drain. Arcanine has Extremespeed. His team is very diverse, so your team will need to be diverse too.

TRAINER: **RED**

POKéMON:

MEGANIUM	**Grass**
FERALIGATR	**Water**
TYPHLOSION	**Fire**
JOLTEON	**Electric**
SCIZOR	**Bug/Steel**
TAUROS	**Normal**

WEAKNESSES:
Ground, Fire, Flying

RENTAL PICKS: **MACHAMP, ONIX, HOUNDOUR**

Machamp's Submission is strong against Tauros. its Fire Punch is 4x strong against Scizor and Meganium. Its Thunderpunch is strong against Feraligatr. Onix's Earthquake is strong against Jolteon and Typhlosion. Houndour's Flamethrower is 4x strong against Scizor. Meganium has Giga Drain and Body Slam. Feraligatr has Blizzard. Typhlosion has Thunderpunch, Flamethrower and Quick Attack. Jolteon has Thunder Wave, Quick Attack, Bite and Thunder. Scizor has Quick Attack and Metal Claw. Tauros has Earthquake, Iron Tail and Headbutt.

Gym Leader Castle • Round 2

VIOLET GYM

TRAINER: **BIRD KEEPER MATT**

POKéMON:

PIDGEOTTO	**Normal/Flying**
TOGETIC	**Normal/Flying**
FEAROW	**Normal/Flying**
FARFETCH'D	**Normal/Flying**
NOCTOWL	**Normal/Flying**
MURKROW	**Dark/Flying**

WEAKNESSES:
Rock
Electric
Ice

RENTAL PICKS:
ONIX
ZAPDOS
KADABRA

Onix's Rock Throw, Zapdos' Thunder, and Kadabra's Thunderpunch are strong against all of them. Everyone on this team has Mirror Move. Pidgeotto, Fearow, and Murkrow all have the ability of Quick Attack. Togetic has Psychic.

VIOLET GYM

GYM LEADER: **FALKNER**

POKéMON:

PIDGEOT	**Normal/Flying**
DODRIO	**Normal/Flying**
GLIGAR	**Ground/Flying**
CHARIZARD	**Fire/Flying**
SKARMORY	**Steel/Flying**
ZAPDOS	**Electric/Flying**

WEAKNESSES:
Rock
Electric
Ice

RENTAL PICKS:
ZAPDOS
ONIX
DEWGONG

Onix's Rock throw is strong against Pidgeot, Dodrio and Zapdo's and 4x strong against Charizard. Zapdo's Thunder is strong against everyone but Gligar and Zapdos. Dewgong's Aurora Beam is strong against Pidgeot, Dodrio, Zapdos and 4x strong against Gligar. Plus its Waterfall is strong against Charizard. Everyone but Gligar has Mud-Slap, which lowers your accuracy. Charizard has a Scope Lens. Scarmory has the item Quick Claw. Dodrio, Skarmory, and Zapdos have Drill Peck.

AZALEA GYM

TRAINER: **BUG CATCHER CHAZ**

POKéMON:

BEEDRILL	**Bug/Poison**
SUNFLORA	**Grass**
BUTTERFREE	**Bug/Flying**
SANDSHREW	**Ground**
YANMA	**Bug/Flying**
DUNSPARCE	**Normal**

WEAKNESSES:
Flying
Fire
Ice

RENTAL PICKS:
MACHAMP
DEWGONG
HOUNDOUR

Machamp's Submission is strong against Dunsparce. Its Fire Punch is strong against Beedrill, Sunflora, Butterfree and Yanma. Dewgong's Aurora Beam is strong against everyone but Beedrill and Dunsparce. Houndour's Flamethrower is strong against everyone but Sandshrew and Dunsparce. Watch out for Sandshrew's Earthquake. Butterfree has Giga Drain and Sludge Bomb. Dunsparce has Thunderbolt.

AZALEA GYM

TRAINER: **TWINS MIN & LYN**

POKéMON:

LEDIAN	**Bug/Flying**
EEVEE	**Normal**
PONYTA	**Fire**
PINECO	**Bug**
SNUBBULL	**Normal**
NIDORINA	**Poison**

WEAKNESSES:
Rock
Fighting
Ground

RENTAL PICKS:
ONIX
MACHAMP
DEWGONG

Onix's Rock Throw is strong against Pineco and 4x strong against Ledian, plus its Earthquake is strong against Ponyta and Nidorina. Machamp's Submission is strong against Eevee and Snubbull, and its Fire Punch is strong against Ledian and Pineco. Dewgong's Aurora Beam is strong against Ledian, and its Waterfall is strong against Ponyta. Eevee, Ponyta, Snubbull and Nidorina have Charm, which greatly reduces your Attack. Ledian and Pineco have Sweet Scent, which lowers your evasion. Eevee has Shadow Ball. Ledian has Giga Drain.

AZALEA GYM

GYM LEADER: **BUGSY**

POKéMON:

SCYTHER	**Bug/Flying**
HERACROSS	**Bug/Fighting**
PINSIR	**Bug**
QUAGSIRE	**Water/Ground**
SUDOWOODO	**Rock**
RATICATE	**Normal**

WEAKNESSES:
Flying
Rock
Ice

RENTAL PICKS:
MACHAMP
DEWGONG
ONIX

Machamp's Submission is strong against Raticate and Sudowoodo, and its Fire Punch is strong against Scyther, Heracross and Pinsir. Dewgong's Aurora Beam is strong against Scyther, and its Waterfall is strong against Sudowoodo. Onix's Rock Throw is strong against Pinsir, and is 4x strong against Scyther. Its Earthquake is strong against Sudowoodo. Scyther has Steel Wing. Heracross has Earthquake and the Focus Band/Reversal combo.

GOLDENROD GYM

TRAINER: **LASS LOIS**

POKéMON:

FURRET	**Normal**
PORYGON	**Normal**
DUGTRIO	**Ground**
JUMPLUFF	**Grass/Flying**
CORSOLA	**Water/Rock**
AIPOM	**Normal**

WEAKNESSES:
Fighting
Ice

RENTAL PICKS:
MACHAMP
DEWGONG
ONIX

Machamp's Submission is strong against Furret, Porygon, Corsola and Aipom, plus its Fire Punch is strong against Jumpluff. Dewgong's Aurora Beam is 4x strong against Jumpluff, and its Waterfall is strong against Dugtrio. Onix's Rock Throw is strong against Jumpluff, and its Earthquake is strong against Corsola. Corsola has a Focus Band and Psychic. Porygon has Conversion. Aipom has Shadow Ball. Jumpluff has Giga Drain and Headbutt.

GOLDENROD GYM

TRAINER: **BEAUTY RITA**

POKéMON:

PIKACHU	**Electric**
TOGETIC	**Normal/Flying**
CLEFABLE	**Normal**
WIGGLYTUFF	**Normal**
AZUMARILL	**Water**
DELIBIRD	**Ice/Flying**

WEAKNESSES:
Fighting
Rock

RENTAL PICKS:
MACHAMP
ZAPDOS
ONIX

Machamp's Submission is strong against Clefable and Wigglytuff, plus its Thunderpunch is strong against Azumarill, Delibird and Togetic. Zapdos' Thunder is strong against Togetic, Azumarill and Delibird. Onix's Rock Throw is strong against Togetic and is 4x strong against Delibird, plus its Earthquake is strong against Pikachu. All of her Pokémon have Attract and Present. All but Clefable have Double Team. Use Sweet Scent, Lock-On or Mind Reader, Swift, Double Team, Mist or Haze to even the score.

GOLDENROD GYM

GYM LEADER: **WHITNEY**

POKéMON:

MILTANK	**Normal**
GOLDUCK	**Water**
PERSIAN	**Normal**
DONPHAN	**Ground**
MR. MIME	**Psychic**
TAUROS	**Normal**

WEAKNESSES:
Fighting
Grass

RENTAL PICKS:
MACHAMP
DEWGONG
HOUNDOUR

Machamp's Submisssion is strong against Miltank, Persian and Tauros, plus its Thunderpunch is strong against Golduck. Dewgong's Waterfall is strong against Donphan. Houndour's Crunch is strong against Mr. Mime. Miltank has Earthquake and Milk Drink (restores half of its HP). Golduck has Psychic. Persian has Shadow Ball and Thunderbolt . Donphan is slow but with the item Quick Claw and the attack Earthquake could be deadly. Mr. Mime has Psychic. Tauros has Earthquake and the item Focus Band.

ECRUTEAK GYM

TRAINER: **MEDIUM HOLLY**

POKéMON:	
GASTLY	**Ghost/Poison**
NOCTOWL	**Normal/Flying**
WEEPINBELL	**Grass/Poison**
QWILFISH	**Water/Poison**
SEAKING	**Water**
DITTO	**Normal**

WEAKNESSES:
Electric
Psychic

RENTAL PICKS:
ZAPDOS
KADABRA
MACHAMP

Zapdos is strong against Noctowl, Qwilfish, and Seaking, plus its Rock Smash is strong against Ditto. Kadabra's Psychic is strong against Gastly, Weepinbell and Qwilfish. Kadabra's Thunderpunch is strong against Seaking and Noctowl. Machamp's Submission is strong against Ditto, and its Thunderpunch is strong against Noctowl, Qwilfish and Seaking, plus its Fire Punch is strong against Weepinbell. Gastly has Psychic and Giga Drain. Noctowl has Take Down. Weepinbell and Qwilfish have Sludge Bomb. Seaking has Horn Attack and Psybeam.

ECRUTEAK GYM

TRAINER: **SAGE TY**

POKéMON:	
HAUNTER	**Ghost/Poison**
GRIMER	**Poison**
JYNX	**Ice/Psychic**
GOLBAT	**Poison/Flying**
MUK	**Poison**
MURKROW	**Dark/Flying**

WEAKNESSES:
Psychic
Ground
Rock

RENTAL PICKS:
ONIX
KADABRA
HOUNDOUR

Onix's Earthquake is strong against Haunter, Grimer and Muk, plus its Rock Throw is strong against Jynx, Golbat and Murkrow. Kadabra's Psychic is strong against Haunter, Grimer, Golbat and Muk, plus its Thunderpunch is strong against Murkrow. Houndour's Crunch is strong against Haunter, and its Flamethrower is strong against Jynx. All of his Pokémon have Mean Look. Grimer, Jynx, Muk and Murkrow have Mud-Slap. Haunter and Golbat have Double Team. Use Lock-On or Mind Reader in this match. Roar or Whirlwind can give you a chance to sub out.

ECRUTEAK GYM

GYM LEADER: **MORTY**

POKéMON:	
GENGAR	**Ghost/Poison**
MANTINE	**Water/Flying**
GRANBULL	**Normal**
LAPRAS	**Water/Ice**
MISDREAVUS	**Ghost**
EXEGGUTOR	**Grass/Psychic**

WEAKNESSES:
Dark
Fighting
Rock

RENTAL PICKS:
MACHAMP
HOUNDOUR
ONIX

Machamp's Submission is strong against Granbull and Lapras, plus its Thunderpunch is 4x strong against Mantine, and its Fire Punch is strong against Exeggutor. Houndour's Crunch is strong against Gengar, Misdreavus and Exeggutor. Onix's Earthquake is strong against Gengar, and its Rock Throw is strong against Mantine and Lapras. Gengar has Psychic and Thunderbolt. Misdreavus has Shadow Ball, Psychic and Thunderbolt, plus a Focus Band. Exeggutor has Psychic, Giga Drain and the item Quick Claw, which gives him a chance of going first.

CIANWOOD GYM

TRAINER: **BLACK BELT NICK**

POKéMON:	
MACHOKE	**Fighting**
GRAVELER	**Rock/Ground**
KINGLER	**Water**
ARBOK	**Poison**
DRAGONAIR	**Dragon**
PINSIR	**Bug**

WEAKNESSES:
Ice
Psychic

RENTAL PICKS:
DEWGONG
KADABRA
ONIX

Dewgong's Aurora Beam is strong against Dragonair, and his Waterfall is 4x strong against Graveler. Kadabra's Psychic is strong against Machoke and Arbok, plus its Thunderpunch is strong against Kingler. Onix's Earthquake is strong against Graveler and Arbok, plus its Rock Throw is strong against Pinsir. Machoke, Graveler and Arbok have Fissure. Kingler and Pinsir have Guillotine. Dragonair has Horn Drill. They all have Rest and Sleep Talk. If they get low in HP, they'll Rest and use Sleep Talk, which picks a random move they have.

CIANWOOD GYM

GYM LEADER: **CHUCK**

POKéMON:	
POLIWRATH	**Water/Fighting**
SANDSLASH	**Ground**
URSARING	**Normal**
AMPHAROS	**Electric**
HITMONCHAN	**Fighting**
HYPNO	**Psychic**

WEAKNESSES:
Grass
Psychic
Flying

RENTAL PICKS:
KADABRA
MACHAMP
DEWGONG

Kadabra's Psychic is strong against Hitmonchan and Poliwrath. Machamp's Submission is strong against Ursaring. Dewgong's Waterfall is strong against Sandslash. All of its Pokémon have Dynamicpunch (50% accuracy with 100 damage). Hypno has Psychic. Sandslash has Earthquake and the item Scope Lens, which increases the chances for a critical hit. Ursaring has Earthquake and the item Quick Claw, which increases its chance to go first.

OLIVINE GYM

GYM LEADER: **JASMINE**

POKéMON:	
STEELIX	**Steel/Ground**
STANTLER	**Normal**
BLASTOISE	**Water**
SLOWBRO	**Water/Psychic**
RAPIDASH	**Fire**
SCIZOR	**Bug/Steel**

WEAKNESSES:
Fighting, Electric, Fire, Ground

RENTAL PICKS:
MACHAMP
ONIX
HOUNDOUR

Machamp's Submission is strong against Steelix and Stantler, plus its Thunderpunch is strong against Blastoise and Slowbro. Its Fire Punch is 4x strong against Scizor. Onix's Earthquake is strong against Steelix and Rapidash. Houndour's Crunch is strong against Slowbro, and its Flamethrower is strong against Steelix and 4x strong against Scizor. Steelix is probably her best Pokémon, with Earthquake and the item Quick Claw. Stantler, Blastoise and Slowbro also have Earthquake. Scizor has Metal Claw and the Focus Band/Reversal combo.

TEAM ROCKET

TRAINER: **ROCKET GRUNT**

POKéMON:

WEEZING	**Poison**
ELECTRODE	**Electric**
CLOYSTER	**Water/Ice**
SUDOWOODO	**Rock**
FORRETRESS	**Bug/Steel**
GOLEM	**Rock/Ground**

WEAKNESSES:
Ground
Fighting

RENTAL PICKS:
ONIX
MACHAMP
HOUNDOUR

Onix's Earthquake is strong against Weezing, Electrode, Sudowoodo and Golem, plus its Rock Throw is strong against Cloyster. Machamp's Submission is strong against Cloyster, Sudowoodo and Golem, plus its Fire Punch is 4x strong against Forretress. Houndour's Flamethrower is 4x strong against Forretress. Weezing, Electrode, Sudowoodo, Forretress and Golem have Explosion, plus Cloyster has Selfdestruct. Weezing, Electrode and Cloyster have Screech. Weezing has Sludge Bomb. Cloyster has Ice Beam. Sudowoodo has Earthquake. Forretress has Giga Drain.

TEAM ROCKET

TRAINER: **ROCKET GRUNT**

POKéMON:

HOUNDOUR	**Dark/Fire**
SHUCKLE	**Bug/Rock**
AZUMARILL	**Water**
SHELLDER	**Water**
ONIX	**Rock/Ground**
DEWGONG	**Water/Ice**

WEAKNESSES:
Grass
Fighting
Electric

RENTAL PICKS:
MACHAMP
ZAPDOS
ONIX

Machamp's Submission is strong against Houndour, Onix and Dewgong, plus its Thunderpunch is strong against Azumarill, and Shellder. Zapdos' Thunder is strong against Azumarill, Shellder and Dewgong. Onix's Earthquake is strong against Onix and Houndour, plus its Rock Throw is strong against Dewgong. Onix also has Earthquake. Houndour, Shuckle, Shellder and Onix have Toxic. Azumarill and Dewgong have Whirlpool. Houndour has Detect and the other five have Protect.

TEAM ROCKET

TRAINER: **ROCKET EXECUTIVE**

POKéMON:

VILEPLUME	**Grass/Poison**
ARBOK	**Poison**
MAGCARGO	**Fire/Rock**
KABUTOPS	**Rock/Water**
VICTREEBEL	**Grass/Poison**
GOLBAT	**Poison/Flying**

WEAKNESSES:
Psychic
Ground
Ice

RENTAL PICKS:
KADABRA
ONIX
DEWGONG

Kadabra's Psychic is strong against Vileplume, Arbok, Victreebel and Golbat, plus its Thunderpunch is strong against Kabutops. Onix's Earthquake is strong against Arbok, Kabutops, and 4x strong against Magcargo. Its Rock Throw is strong against Golbat. Dewgong's Waterfall is 4x strong against Magcargo, and its Aurora Beam is strong against Victreebel, Vileplume and Golbat. All of her Pokémon have Frustration. Arbok and Magcargo have Earthquake and Rock Slide. Vileplume and Victreebel have Razor Leaf. Kabutops and Golbat have Thief.

TEAM ROCKET

TRAINER: **ROCKET EXECUTIVE**

POKéMON:

HOUNDOOM	**Dark/Fire**
OCTILLERY	**Water**
WOBBUFFET	**Psychic**
HYPNO	**Psychic**
PARASECT	**Bug/Grass**
TYRANITAR	**Rock/Dark**

WEAKNESSES:
Bug
Rock/Ground
Grass

RENTAL PICKS:
MACHAMP
ONIX
DEWGONG

Machamp's Submission is strong against Houndoom, and 4x strong against Tyranitar. Its Thunderpunch is strong against Octillery, and its Fire Punch is 4x strong against Parasect. Onix's Earthquake is strong against Houndoom and Tyranitar, plus its Rock attack is strong against Parasect. Dewgong's Waterfall is strong against Tyranitar and Houndoom, plus its Aurora Beam is strong against Parasect. Houndoom has Fire Blast. Wobbuffet has Safeguard, Counter and Destiny Bond. Parasect has Giga Drain. Tyranitar has Screech, Swagger and Earthquake.

MAHOGANY GYM

TRAINER: **BOARDER ALVIN**

POKéMON:

SEEL	**Water**
KADABRA	**Psychic**
DELIBIRD	**Ice/Flying**
MAGNETON	**Electric/Steel**
VENUSAUR	**Grass/Poison**
SNEASEL	**Dark/Ice**

WEAKNESSES:
Fire
Electric

RENTAL PICKS:
HOUNDOUR
MACHAMP
ONIX

Houndour's Flamethrower is strong against Delibird, Magneton, Venusaur and Sneasel, plus its Crunch is strong against Kadabra. Machamp's Submission is strong against Magneton, and 4x strong against Sneasel. Its Thunderpunch is strong against Delibird and Seel. Onix's Earthquake is 4x strong against Magneton, and its Rock Throw is strong against Sneasel and 4x strong against Delibird. Kadabra has Psybeam and a Twistedspoon (yikes!). Delibird has Blizzard. Magneton has Tri Attack and Mimic. Venusaur has Body Slam and Razor Leaf.

MAHOGANY GYM

TRAINER: **SKIER CAROL**

POKéMON:

SEADRA	**Water**
RATICATE	**Normal**
OMASTAR	**Rock/Water**
MAROWAK	**Ground**
POLIWHIRL	**Water**
PERSIAN	**Normal**

WEAKNESSES:
Grass
Fighting
Electric

RENTAL PICKS:
MACHAMP
ZAPDOS
KADABRA

Machamp's Submission is strong against Raticate, Omastar and Persian, plus its Thunderpunch is strong against Seadra and Poliwhirl. Zapdos' Thunder is strong against Seadra, Poliwhirl and Omastar. Kadabra's Thunderpunch is strong against Seadra, Omastar and Poliwhirl. All but Persian have Blizzard, and all have Icy Wind. Everyone has Headbutt except Raticate.

MAHOGANY GYM

GYM LEADER: **PRYCE**

POKéMON:

PILOSWINE	**Ice/Ground**
QUAGSIRE	**Water/Ground**
HITMONTOP	**Fighting**
TENTACRUEL	**Water/Poison**
GIRAFARIG	**Normal/Psychic**
ARTICUNO	**Ice/Flying**

WEAKNESSES:
Grass
Psychic
Fighting

RENTAL PICKS:
MACHAMP
KADABRA
ONIX

Machamp's Submission is strong against Piloswine, and his Thunderpunch is strong against Tentacruel and Articuno. Kadabra's Psychic is strong against Hitmontop and Tentacruel, plus its Thunderpunch is strong against Articuno. Onix's Earthquake is strong against Tentacruel, and its Rock Throw is 4x strong against Articuno. Piloswine, Girafarig and Quagsire have Earthquake. Quagsire and Tentacruel have Surf. Tentacruel has the item Focus Band and Ice Beam. Piloswine has the item Quick Claw.

BLACKTHORN GYM

TRAINER: **COOLTRAINER**

POKéMON:

SMEARGLE	**Normal**
TANGELA	**Grass**
JYNX	**Ice/Psychic**
GOLDUCK	**Water**
HAUNTER	**Ghost/Poison**
NINETALES	**Fire**

WEAKNESSES:
Fire, Ground, Rock, Dark

RENTAL PICKS:
MACHAMP
HOUNDOUR
ONIX

Machamp's Submission is strong against Smeargle, its Fire Punch is strong against Tangela and Jynx, plus its Thunderpunch is strong against Golduck. Houndour's Flamethrower is strong against Tangela and Jynx. Onix's Earthquake is strong against Haunter and Ninetales, plus its Rock Throw is strong against Jynx. Smeargle has Spore. Tangela has Sleep Powder. Golduck, Haunter and Ninetales have Hypnosis. Jynx has no sleep attack, but does have Dream Eater. Smeargle has the item Focus Band. Golduck has Psychic.

BLACKTHORN GYM

TRAINER: **COOLTRAINER VINCE**

POKéMON:

IVYSAUR	**Grass/Poison**
WARTORTLE	**Water**
CHARMELEON	**Fire**
BAYLEEF	**Grass**
CROCONAW	**Water**
QUILAVA	**Fire**

WEAKNESSES:
Grass
Water
Fire

RENTAL PICKS:
DEWGONG
ZAPDOS
HOUNDOUR

Dewgong's Aurora Beam is strong against Ivysaur and Bayleef, plus its Waterfall is strong against Charmeleon and Quilava. Zapdos' Thunder is strong against Wartortle and Croconaw. Houndour's Flamethrower is strong against Bayleef and Ivysaur. Ivysaur and Bayleef have Razor Leaf. Wartortle and Croconaw have Hydro Pump. Charmeleon and Quilava have Fire Blast.

BLACKTHORN GYM

GYM LEADER: **CLAIR**

POKéMON:

KINGDRA	**Water/Dragon**
AMPHAROS	**Electric**
NIDOKING	**Poison/Ground**
RHYDON	**Ground/Rock**
CHARIZARD	**Fire/Flying**
GYARADOS	**Water/Flying**

WEAKNESSES:
Ground
Electric

RENTAL PICKS:
ONIX
ZAPDOS
KADABRA

Onix's Earthquake is strong against Rhydon, Nidoking and Ampharos, plus its Rock Throw is strong against Gyarados and 4x strong against Charizard. Zapados' Thunder is strong against Charizard and it's 4x strong against Gyarados. Kadabra's Psychic is strong against Nidoking, and its Thunderpunch is strong against Charizard and 4x strong against Gyarados. Ampharos, Nidoking, Rhydon and Charizard have Body Slam. Kingdra and Gyarados have Dragonbreath. Nidoking has Scope Lens and Earthquake. Rhydon has a Focus Band and Earthquake.

ELITE FOUR

ELITE FOUR: **WILL**

POKéMON:

XATU	**Psychic/Flying**
ELECTABUZZ	**Electric**
MANTINE	**Water/Flying**
FLAREON	**Fire**
CHANSEY	**Normal**
HYPNO	**Psychic**

WEAKNESSES:
Rock, Ground
Dark, Electric

RENTAL PICKS:
ONIX
KADABRA
ZAPDOS

Onix's Earthquake is strong against Flareon and Electabuzz, plus its Rock Throw is strong against Mantine and Xatu. Kadabra's Thunderpunch is strong against Xatu and 4x strong against Mantine. Zapdos' Thunder is strong against Xatu and 4x strong against Mantine. Everyone but Mantine has Psychic. Chansey has Ice Beam and a Focus Band (as if its HP level wasn't high enough already!). Flareon has Shadow Ball and a Quick Claw. Hypno has Shadow Ball and a Scope Lens.

ELITE FOUR

ELITE FOUR: **KOGA**

POKéMON:

VENOMOTH	**Bug/Poison**
MAGMAR	**Fire**
LAPRAS	**Water/Ice**
STANTLER	**Normal**
LANTURN	**Water/Electric**
ARIADOS	**Bug/Poison**

WEAKNESSES:
Rock
Ground
Fighting

RENTAL PICKS:
ONIX
MACHAMP
KADABRA

Onix's Rock Throw is strong against Venomoth, Lapras and Ariados, plus its Earthquake is strong against Magmar and Lanturn. Machamp's Submission is strong against Lapras and Stantler, plus its Fire Punch is strong against Ariados. Kadabra's Psychic is strong against Venomoth and Ariados, plus its Thunderpunch is strong against Lapras. All of his Pokémon have Double Team. Everyone but Ariados has Toxic. Venomoth and Ariados have Baton Pass. Magmar, Lapras, Stantler and Lanturn all have Confuse Ray.

ELITE FOUR

ELITE FOUR: **BRUNO**

POKéMON:

MACHAMP	**Fighting**
GOLEM	**Rock/Ground**
PRIMEAPE	**Fighting**
GRANBULL	**Normal**
EXEGGUTOR	**Grass/Psychic**
URSARING	**Normal**

WEAKNESSES:
Fighting
Flying

RENTAL PICKS:
MACHAMP
DEWGONG
KADABRA

Machamp's Submission is strong against Golem, Granbull and Ursaring, plus its Fire Punch is strong against Exeggutor. Dewgong's Waterfall is 4x strong against Golem, and its Aurora Beam is strong against Exeggutor. Kadabra's Psychic is strong against Primeape and Machamp. Machamp and Golem will try to take you out with Fissure. Machamp and Primeape have Cross Chop. Machamp has a Quick Claw. Primeape has a Focus Band. Ursaring has Earthquake and Scope Lens.

ELITE FOUR

ELITE FOUR: **KAREN**

POKéMON:

UMBREON	**Dark**
PERSIAN	**Normal**
MURKROW	**Dark/Flying**
SLOWBRO	**Water/Psychic**
MISDREAVUS	**Ghost**
ELECTRODE	**Electric**

WEAKNESSES:
Fighting
Electric
Dark

RENTAL PICKS:
MACHAMP
HOUDOUR
ONIX

Machamp's Submission, is strong against Umbreon and Persian, plus its Thunderpunch is strong against Murkrow and Slowbro. Houndour's Crunch is strong against Slowbro and Misdreavus. Onix's Rock Throw is strong against Murkrow. Onix's Earthquake is strong against Electrode. Everyone has Swagger except Misdreavus. Misdreavus has Pain Split, Mean Look, Psychic and Perish Song. It will often use Mean Look then Perish Song, so Roar or Whirlwind works well to avoid it. Murkrow also has Mean Look, as well as the Psych Up/Swagger combo.

ELITE FOUR

CHAMPION: **LANCE**

POKéMON:

DRAGONITE	**Dragon/Flying**
AERODACTYL	**Rock/Flying**
FERALIGATR	**Water**
KANGASKHAN	**Normal**
ARCANINE	**Fire**
TYRANITAR	**Rock/Dark**

WEAKNESSES:
Water
Fighting
Electric

RENTAL PICKS:
DEWGONG
MACHAMP
ONIX

Dewgong's Aurora Beam is 4x strong against Dragonite. Dewgong's Waterfall is strong against Aerodactyl, Tyranitar and Arcanine. Machamp's Submission is strong against Kangaskhan and 4x strong against Tyranitar, plus its Thunderpunch is strong against Aerodactyl. Onix's Rock Throw is strong against Dragonite and Aerodactyl, plus its Earthquake is strong against Arcanine and Tyranitar. All of Lance's Pokémon have Hyper Beam (Dig and Fly are good defenses). Aerodactyl, Feraligatr, Kangaskhan and Tyranitar all have Earthquake. Dragonite has Dragonbreath, Ice Beam and the item Scope Lens.

PEWTER GYM

GYM LEADER: **BROCK**

POKéMON:

STEELIX	**Steel/Ground**
HERACROSS	**Bug/Fighting**
RHYDON	**Ground/Rock**
SLOWBRO	**Water/Psychic**
URSARING	**Normal**
SHUCKLE	**Bug/Rock**

WEAKNESSES:
Water
Fighting

RENTAL PICKS:
DEWGONG
MACHAMP
ONIX

Dewgong's Waterfall is strong against Steelix and Shuckle, but is 4x strong against Rhydon. Machamp's Submission is strong against Steelix, Rhydon and Ursaring, plus its Fire Punch is strong against Heracross and its Thunderpunch is strong against Slowbro. Onix's Rock Throw is strong against Heracross and Shuckle, plus its Earthquake is strong against Steelix and Rhydon. Steelix, Heracross and Rhydon have Earthquake. Ursaring and Shuckle have the Defense Curl/Rollout combo. Heracross has the Focus Band/Reversal combo.

CEROLEAN GYM

GYM LEADER: **MISTY**

POKéMON:

STARMIE	**Water/Psychic**
WIGGLYTUFF	**Normal**
NIDOQUEEN	**Poison/Ground**
AMPHAROS	**Electric**
DRAGONAIR	**Dragon**
POLITOED	**Water**

WEAKNESSES:
Ground
Electric
Ice

RENTAL PICKS:
MACHAMP
ONIX
DEWGONG

Machamp's Submission is strong against Wigglytuff, and its Thunderpunch is strong against Starmie and Politoed. Onix's Earthquake is strong against Ampharos and Nidoqueen. Dewgong's Waterfall is strong against Nidoqueen, and its Aurora Beam is strong against Dragonair. Starmie has Psychic. Wigglytuff has a Quick Claw and Ice Beam. Ampharos has Earthquake, which is unusual, so avoid Electric-types against it, especially since it also has a Scope Lens. Politoed has Hydro Pump, Earthquake and a Focus Band.

VERMILION GYM

GYM LEADER: **LT. SURGE**

POKéMON:

RAICHU	**Electric**
VICTREEBEL	**Grass/Poison**
PORYGON2	**Normal**
QUAGSIRE	**Water/Ground**
DODRIO	**Normal/Flying**
JOLTEON	**Electric**

WEAKNESSES:
Ground
Ice

RENTAL PICKS:
ONIX
DEWGONG
MACHAMP

Onix's Earthquake is strong against Raichu and Jolteon, plus his Rock Throw is strong against Dodrio. Dewgong's Aurora Beam is strong against Dodrio and Victreebel. Machamp's Submission is strong against Porygon2, its Thunderpunch is strong against Dodrio, and its Fire Punch is strong against Victreebel. Raichu has the Focus Band/Reversal combo as well as Surf and Thunderbolt. Porygon2 has Blizzard, Conversion 2, Psychic and the Quick Claw item. Quagsire has Ice Beam, Earthquake and Surf....yikes! Jolteon has Thunder Wave, Thunderbolt and Roar.

CELODON GYM

GYM LEADER: **ERIKA**

POKéMON:

BELLOSSOM	**Grass**
MAROWAK	**Ground**
NINETALES	**Fire**
MANTINE	**Water/Flying**
BLISSEY	**Normal**
EXEGGUTOR	**Grass/Psychic**

WEAKNESSES:
Ice
Rock

RENTAL PICKS:
DEWGONG
MACHAMP
ONIX

Dewgong's Aurora Beam is strong against Bellossom and Exeggutor, plus his Waterfall is strong against Marowak and Ninetales. Machamp's Submission is strong against Blissey, its Thunderpunch is 4x strong against Mantine, plus its Fire Punch is strong against Bellossom and Exeggutor. Onix's Earthquake is strong against Ninetales, and its Rock Throw is strong against Mantine. Marowak has Bonemerang and Bone Club. Mantine has Ice Beam. Blissey has Psychic and Sing. Exeggutor has Giga Drain, Psychic and a Focus Band.

FUCHIA GYM

GYM LEADER: **JANINE**

POKéMON:

CROBAT	**Poison/Flying**
MEGANIUM	**Grass**
MUK	**Poison**
VAPOREON	**Water**
FORRETRESS	**Bug/Steel**
GIRAFARIG	**Normal/Psychic**

WEAKNESSES:
Fire
Electric
Bug

RENTAL PICKS:
MACHAMP
HOUNDOUR
KADABRA

Machamp's Fire Punch is strong against Meganium, 4x strong against Forretress, and its Thunderpunch is strong against Crobat and Vaporeon. Houndour's Crunch is strong against Girafarig, and its Flamethrower is strong against Meganium and 4x strong against Forretress. Kadabra's Psychic is strong against Crobat and Muk, plus its Thunderpunch is strong against Vaporeon. Vaporeon and Girafarig have Double Team. Crobat has Confuse Ray and Mean Look. Meganium has Attract. Forretress has Swagger. Crobat, Meganium and Muk have Toxic.

CINNABAR GYM

GYM LEADER: **SABRINA**

POKéMON:

ALAKAZAM	**Psychic**
SCIZOR	**Bug/Steel**
TYPHLOSION	**Fire**
HITMONLEE	**Fighting**
SANDSLASH	**Ground**
SLOWKING	**Water/Psychic**

WEAKNESSES:
Dark
Water

RENTAL PICKS:
HOUNDOUR
DEWGONG
KADABRA

Houndour's Flamethrower is 4x strong against Scizor, and its Crunch attack is strong against Alakazam and Slowking. Dewgong's Waterfall is strong against Typhlosion and Sandslash. Kadabra's Psychic is strong against Hitmonlee, and its Thunderpunch is strong against Slowking. She has two Pokémon with the move Psychic, Alakazam and Slowking. Typhlosion has the Focus Band/Reversal combo, as well as Earthquake and Flamethrower. Slowbro and Sandslash also have Earthquake. Hitmonlee has a Scope Lens, Foresight, Mind Reader and Mega Kick.

CINNABAR GYM

GYM LEADER: **BLAINE**

POKéMON:

ARCANINE	**Fire**
MR. MIME	**Psychic**
CHANSEY	**Normal**
CLEFABLE	**Normal**
VILEPLUME	**Grass/Poison**
MOLTRES	**Fire/Flying**

WEAKNESSES:
Water
Fighting

RENTAL PICKS:
MACHAMP
DEWGONG
HOUNDOUR

Machamp's Submission is strong against Chansey and Clefable, plus its Fire Punch is strong against Vileplume. Dewgong's Waterfall is strong against Arcanine and Moltres, plus its Aurora Beam is strong against Vileplume. Houndour's Flamethrower is strong against Vileplume, and its Crunch is strong against Mr. Mime. All his Pokémon have Sunny Day (got Rain Dance?). His Pokémon have moves that benefit from Sunny Day: Arcanine, Chansey, Clefable and Moltres have Fire Blast; Mr. Mime and Vileplume have Solarbeam. Mr. Mime has Psychic and a Scope Lens.

VIRIDIAN GYM

GYM LEADER: **BLUE**

POKéMON:

SCYTHER	**Bug/Flying**
MILTANK	**Normal**
GENGAR	**Ghost/Poison**
HOUNDOOM	**Dark/Fire**
PILOSWINE	**Ice/Ground**
KINGDRA	**Water/Dragon**

WEAKNESSES:
Fighting
Ground
Rock

RENTAL PICKS:
MACHAMP
ONIX
DEWGONG

Machamp's Submission is strong against Miltank, Houndoom and Piloswine, plus its Fire Punch is strong against Scyther. Onix's Rock Throw is 4x strong against Scyther, and its Earthquake is strong against Gengar and Houndoom. Dewgong's Aurora Beam is strong against Scyther, and its Waterfall is strong against Houndoom and Piloswine. Houndoom has the Focus Band/Reversal combo, plus Crunch and Flamethrower. Miltank has Shadow Ball, Endure, and Earthquake. Gengar has Psychic, Ice Punch, Thunderbolt and Fire Punch. Piloswine has Earthquake, Ice Beam. Kingdra has Dragonbreath, Surf and Ice Beam.

"???"

TRAINER: **RED**

POKéMON:

RAIKOU	**Electric**
ENTEI	**Fire**
SUICUNE	**Water**
DRAGONITE	**Dragon/Flying**
SNORLAX	**Normal**
ESPEON	**Psychic**

WEAKNESSES:
Ground
Rock

RENTAL PICKS:
ONIX
MACHAMP
DEWGONG

Onix's Rock Throw is strong against Dragonite, and his Earthquake is strong against Raikou and Entei. Machamp's Submission is strong against Snorlax, and its Thunderpunch is strong against Suicune. Dewgong's Waterfall is strong against Entei, and its Aurora Beam is 4x strong against Dragonite. Raikou and Entei have Iron Tail. Raikou has Thunderbolt, Bite and a Focus Band. Entei has Fire Blast, Bite and a Scope Lens. Suicune has Ice Beam, Surf and Roar. Dragonite has Thunder Wave. Snorlax has Earthquake, Shadowball and a Quick Claw. Espeon has Psychic.

Rival Cup

YOUR RIVAL will appear once you've completed all four Cups and defeated the the Johto and Kanto Gym Leader Castles in Round 1, and then again after Round 2 is conquered. He has three awesome Pokémon that may seem intimidating, but the good news is you get to bring six Pokémon into battle with you.

While his Pokémon overpower yours in the strength of their attacks, you can still get the upper hand. The secret is in using status-altering attacks that will reduce their accuracy and speed, and increase yours. This will close the gap between your Pokémon and his.

ROUND 1 BATTLE

THE RIVAL'S POKéMON

LUGIA
(Psychic/Flying)
Aeroblast,
Psychic,
Surf, Recover.
Item: Sharp Beak.

MEWTWO
(Psychic)
Psychic, Recover,
Hidden Power,
Thunderpunch.
Item: Twistedspoon.

HO-OH
(Fire/Flying)
Sacred Fire, Recover,
Earthquake,
Steel Wing.
Item: Charcoal.

Get ready for the final battle, this time against your Rival. He's packed with powerful Psychic- and Flying-types, so bring in some Electric and Dark.

WEAKNESSES: Electric, Rock, Dark

The first time around your Rival's Pokémon will be Level 50. Hopefully and most likely you will start up face to face with either Lugia or Ho-oh. If not, and you start off fighting against Mewtwo you should quit and restart. Once you have one of the legendary birds against you, start off with Voltorb because it's fast and has Rain Dance. If you can survive to get off one move, that's good. All you want to do is use its Rain Dance, which will make your Thunder hit with 100% accuracy. If you survive for a second attack with Voltorb, use Thunder to get a good shot in before you faint.

This is a great arena to practice matching various Pokémon against the big dogs.

Next, bring in Electrode. It's faster than all three of your Rival's Pokémon, so at least it'll get off a good shot on Lugia or Ho-oh. By the time you reach your third pick in either Zapdos or another Pokemon with Thunder, hopefully Lugia is out and you are working with Ho-oh. Ho-oh is the slowest of this group but is still pretty fast. As long as you can get a good shot or two of Thunder in there, or if you have a strong Rock move, you should be able to knock out Ho-oh since Electric moves are 2x strong against it and Rock moves are 4x strong.

Once you are toe-to-toe with Mewtwo, bring in Alakazam. Mewtwo only has Psychic, Thunderpunch and Hidden Power for attacks. Mewtwo won't use Psychic against you even though it does the most damage (at least, most of the time it won't, because it sees you are Psychic-type). If all things go well, you can beat Mewtwo by using your Thief attack. This should take away its item, too.

When you defeat your Rival the first time around, you'll unlock Round 2, and you'll receive a special Farfetch'd with Baton Pass, which it normally doesn't learn.

ROUND 2 BATTLE

THE RIVAL'S POKéMON

LUGIA
(Psychic/Flying)
Aeroblast, Psychic, Earthquake, Recover.
Item: Leftovers

MEWTWO
(Psychic)
Psychic, Recover, Thunderbolt, Submission.
Item: King's Rock

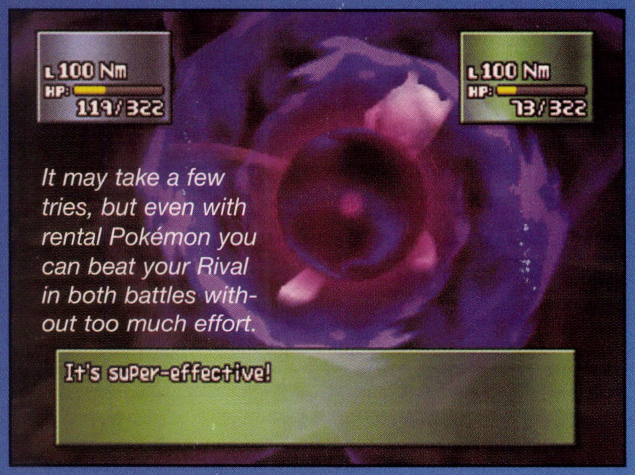
HO-OH
(Fire/Flying)
Sacred Fire, Thunder, Earthquake, Giga Drain.
Item: Quick Claw.

The second time around you'll find Level 100 Pokémon in your rival's team, but you can bring the same level to the battle.

WEAKNESSES: Electric, Rock, Dark

After you earn all the Stadium Cups in Round 2 and have defeated the Johto and Kanto Gym Leader Castle, you'll be able to face your Rival again for a second match. He has the same three Pokémon, only they're now Level 100 and they've swapped out a few of their moves.

The first thing you should always do before a battle is to look over your opponent's weaknesses. Lugia and Ho-oh are Flying Types, so their weaknesses are Electric, Rock and Ice (though not Ice in Ho-oh's case, because it is Fire/Flying). The two Legendary Birds are dual-types, so they're vulnerable to other types, too. Lugia and Mewtwo are both Psychic-type, which leaves them weak against Dark, Bug and Ghost. Ho-oh is Fire-type, leaving her susceptible to Rock and Water attacks. (Fire is vulnerable to Ground, but since Ho-oh is Flying-type, it won't hit it.) Keep in mind that a Rock move will be 4x strong against Ho-oh, because it is both Flying and Fire.



It may take a few tries, but even with rental Pokémon you can beat your Rival in both battles without too much effort.

In this battle we chose rentals to utilize the quickness of Electric-types and the strength that they have against Flying-types. Also we have the addition of Houndoom and Umbreon to defend against their dominating Psychic-types, by using attacks such as Bite and Faint Attack.

To round off this team we have Alakazam, a Pokémon with resistance to Psychic, but with a Dark attack in its bag of tricks.

You should start off with Voltorb. If by chance Mewtwo shows up to battle first, you should quit and start over until you can battle one of the birds first. Voltorb is your starter because you'll want to use Rain Dance to guarantee success with the barrage of Thunder moves that you are going to follow up with, as well as lower the impact of the Fire attacks from Ho-oh. Hopefully you can get off another attack with Voltorb, but if it is ousted, you should put in Zapdos next, and continue with more Thunder attacks. If Zapdos is taken out, move on to Electrode, who is the fastest Pokémon in this battle and will go first. Again, use your Thunder move and you should beat both birds without too much effort.

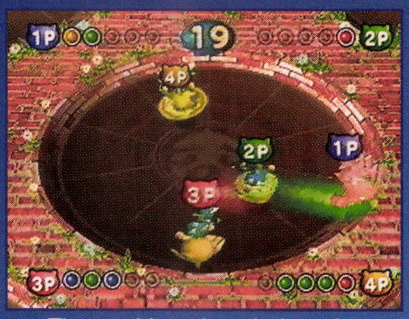
When going into the battle with Mewtwo, Electrode or Zapdos will have to be sacrificed until you can put in Alakazam. Use Alakazam's Thief to defeat Mewtwo. If by chance Alakazam fails, send in Umbreon or Houndoom to claim victory.

When you defeat your Rival the second time around, you'll receive a special Gligar with Earthquake, which it normally doesn't learn.

TOPSY-TURVY

You'll score a point every time you knock any of your opponents out of the ring, and you'll win the game if you score five points, or have the most points before time runs out.

The key to being the surviving Hitmontop in a collision is to press the A Button to spin the moment before you collide. Whichever player is spinning the fastest on impact will stay in the ring, while the other will be knocked out. When you press the A Button to spin, you won't be able to spin again until you stop spinning, so save it until the moment before impact.



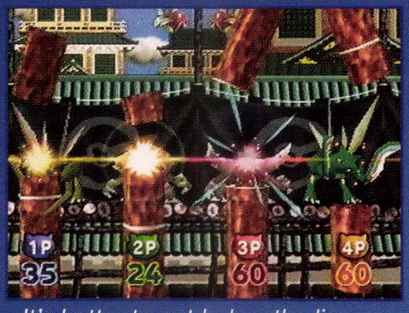
The goal is to knock the other Hitmontop out of the circle, while avoiding the same fate.

Press the A Button immediately before impact to spin faster, and score a point.

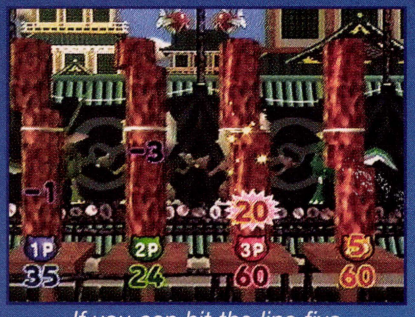
CLEAR CUT CHALLENGE

Imagine yourself with a pair of chopsticks, trying to catch a housefly. That's the thinking behind this game that tests your reflexes. A log rises up with a line on it. After a pause, which may be short or long, the log drops and you must press the A Button to try and cut the log on the line.

This is one of those games that you'll want to practice if you're having trouble hitting the line. Concentrate on where the line is, and imagine ten blocks in the log. A line in the middle is a 5, while higher or lower lines equal higher or lower numbers. Keep the number in mind as the log rises, and it should help with your cut timing when it drops. You must concentrate, Daniel-san.



It's better to cut below the line, or early, rather than above the line, where you'll lose points.

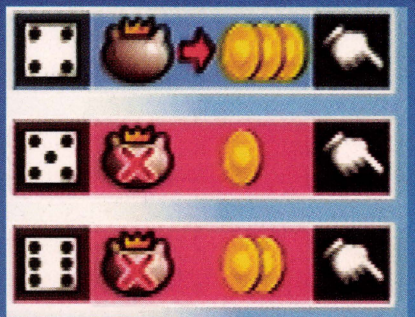


If you can hit the line five times in a row, you'll receive a perfect score of 100.

Another important tip to keep in mind is it's better to cut early, or lower on the log, rather than later. An early cut will still gain you points if it's close, while a cut above the line will deduct points from your score.

THREE AGAINST ONE!

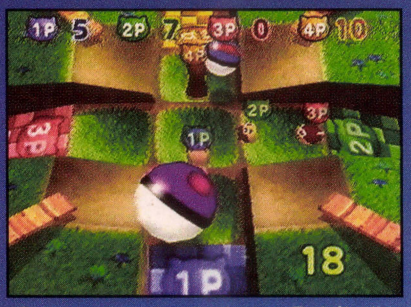
If your dice roll lands on one of the icons where the leader must give up coins to the other players, or the leader can't receive any coins, it's a prime time for the other players to gang up. If you have the option to choose the Mini-Game played, choose one the leader has the least chance of winning, or one of the games where other players can gang up easier (Delibird's Delivery, Furret's Frolic, Gutsy Golbat, Topsy-Turvy).



The player with the most coins is the leader and wears a crown, but there are plenty of chances for the other players to catch up.

FURRET'S FROLIC

The goal is to knock the Poké Balls into your goal... but not just any Poké Balls. While you'll want to grab as many as you can, and at first only the smaller ones are released, once the larger Poké Balls appear, go after those! The smallest Poké Balls are only worth 1 point each, while the larger ones are worth 2, 3 or 5 points each. If one player tends to excel at this game, it's perfectly legal to goal tend by standing in front of their goal and jumping rapidly, but be sure to grab some points for yourself, too.

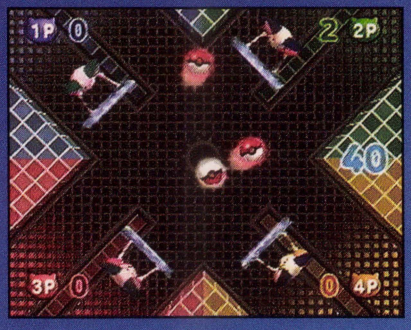


Concentrate on the larger Pokéballs, which will make your score increase much faster than the smaller ones.

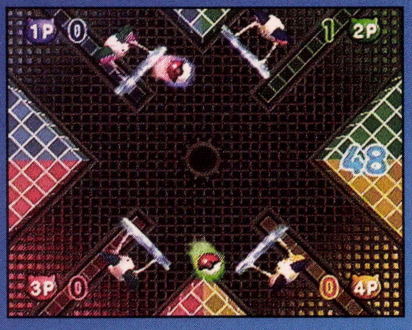
If one player is scoring much better than the rest, you can always take turns goal tending to slow them down.

BARRIER BALL

There's more to this game than keeping the Poké Ball from getting past you. By moving your shield to the left or right as you hit the Poké Ball, you can put spin on it and slice it toward your opponent on either side, who may not be expecting it. You can also press the A Button to hit the ball harder as it makes contact with your shield.



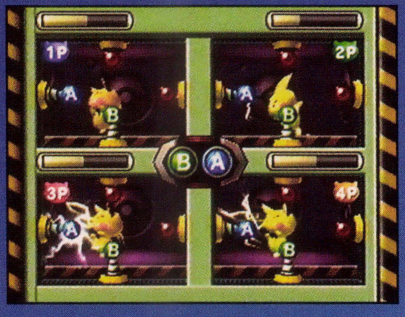
Press the A Button to push your shield forward as the Poké ball makes contact with it, increasing the speed.



Move left or right as your shield hits the Poké Ball to spin it toward either opponent to the side of you.

PICHU'S POWER PLANT

Pressing the button rapidly is the first key to success in this game, but just as important is maaking the switch to the next electrode without losing any time. You have to press the correct direction on the Control Pad and the correct button (A or B) at the same time to make the switch smoothly. If you perform it correctly, Pichu will change directions without pausing. If you see even the slightest pause in Pichu's movement, you've lost valuable time against your opponents.

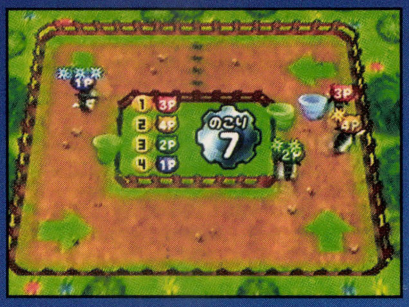


Face the electrode and press the button labeled on it as quickly as possible.

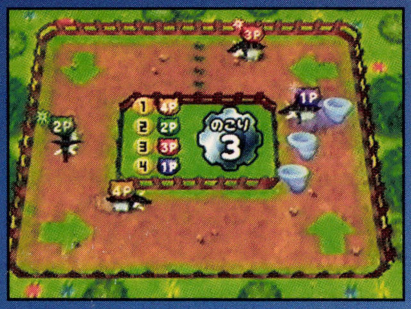
Be sure to change directions and press the correct button as each electrode appears to avoid wasting time.

RAMPAGE ROLLOUT

To begin with, you can get a quick start by pressing the A Button the moment the starting gun fires. However, the lead position may not be the best position to be in during the majority of the race. Tornadoes can be vital to slowing down your opponents. Each time you cross the lap line you'll receive three tornadoes if you're in fourth place, two tornadoes in third place, one in second place, and none in first place. Press the A Button and you'll not only drop a tornado directly behind you, but you'll also boost forward for a moment. It's good to hang on to one in case an opponent gets directly behind you, then you can drop it and gain some ground. When they hit your tornado they'll be brought to a screeching halt, but you can run over your own tornadoes without slowing down. Try to save up three tornadoes on the last lap so you can drop them quickly, get a few speed boosts out of it, and hopefully cross the finish line first. Another great strategy is to drop a few tornadoes side-by-side during the race, building a wall your opponents will have to steer around, guaranteed to slow them down.



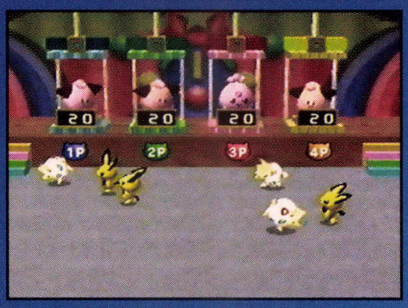
Dropping tornadoes not only slows down your opponents, but also gives you a short speed boost.



Build a wall of tornadoes by placing them side by side, making it difficult for your opponents to avoid them.

STREAMING STAMPEDE

There are five rounds to this counting game, which is one of our favorites. You can earn up to 10 points on the first two rounds, 20 points on the third and fourth rounds, and 40 points on the last round. If your count is off by one, you'll receive half points. If it's off by two, you'll receive 1 point in the first two rounds, 5 points in the third and fourth rounds, and 10 points in the last round. You might want to concentrate on counting the Pokémon, then press the button that number of times quickly before time is up. The technique we like to use is counting in groups of three as we press the A Button (1, 2, 3... 1, 2, 3) since it's easier to keep count that way. Practice a few times and you'll find what works best for you.



The first few rounds you'll only have to count a few Pokémon...

...but during the last few rounds there's a stampede of Pokémon to count!

TUMBLING TOGEPI

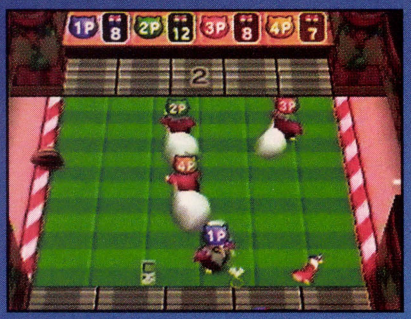
The winner of this race is usually the person who hits the most arrows, which boost you forward. There are some obstacles you can hit that'll slow you down, but if you need to hit them to get to the next arrow it's usually worth it. If you miss an arrow you'll immediately stop rolling, and that's not good. As long as you're rolling, you can hop over logs or other obstacles, but bushes slow you down, and rocks bring you to a stop. There's no pattern to the tracks, but the arrows switch sides often, so be ready to get to the opposite side each time you hit one.

You want to hit as many arrows as possible to keep your speed up. Be ready to steer to the opposite side of the track after hitting each arrow, to hit the next one.

DELIBIRD'S DELIVERY

This Mini-Game has mounds of strategy. You grab presents from the bottom and take them to the conveyor belt at the top, while avoiding the Swinub running across the center of the room. The items each score varying amounts of points, with larger items scoring more points, except the diamonds, which score the highest. You can grab up to five items at a time in your bag, but the bigger items will make you walk much slower to the goal at the top, making it more difficult to avoid the Swinub. Grabbing the same item repeatedly, either in the same bag or on separate trips, will gain you more points, up to a 5x score. As long as you keep grabbing the same item, you'll continue to earn a 5x score, so an item worth 100 points will be worth 500 points each. If you grab an item you don't want, usually because it will stop your score multiplier, you can walk into a Swinub to drop it.

Keep grabbing the same item repeatedly and your score will multiply by up to 5 times for each item.

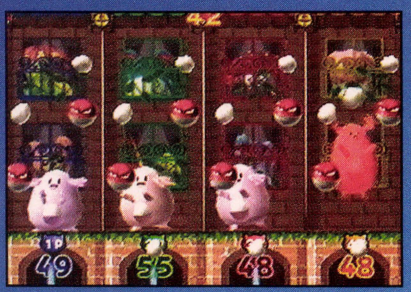


It's easier to avoid the Swinubs if you stick to the center of the room as you head to the goal.

EGG EMERGENCY

A perfect score of 100 is possible, but you'll need to concentrate and have excellent hand-eye coordination to pull it off. We found the best method was focusing on the top of the screen and concentrating on the pattern of dropping eggs and Voltorbs, but many players may find it helps to watch the items drop so they don't move in or out of a column too quickly or slowly.

Try concentrating on the pattern of eggs as they drop from the top of the screen.

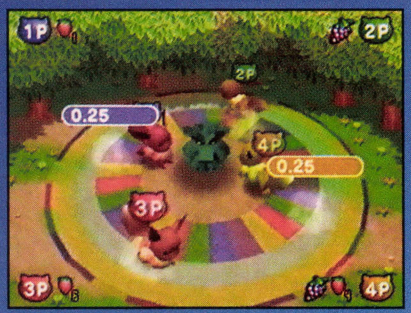


If you accidentally grab a Voltorb, you'll be stunned for a moment, and you'll lose five of your eggs.

EAGER EEVEE

Concentrate on the bouncing of the Aipom... most of the time you can tell when it's pulling up the basket because it'll break its pattern of bouncing. We couldn't find any pattern to when the monkey fakes raising the basket, or when the Pineco appears that causes you to sit out a round if you grab it. Having super-fast reflexes will ultimately bring you the most luck with this game. You can press the B Button to fake out your opponents, but it's not very effective if you use it too much.

Be the first to the fruit and you'll score the most points.

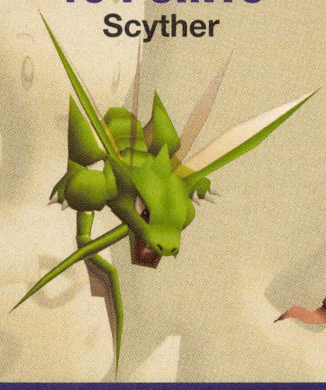


Watch out for the Pineco! If you grab it, you'll be sitting out the next round.

ATTACK POINTS

Nearly every Pokémon has a decent physical attack, and if they have a high attack stat, then they can deliver that attack with even more force.

16 POINTS
Scyther



15 POINTS
Krabby

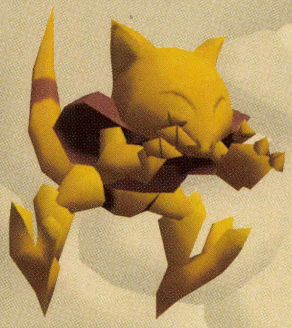
14 POINTS
Doduo

13 POINTS
Ponyta
Teddiursa
Mankey
Grimer
Kabuto
Machop
Snubbull
Bellsprout
Geodude
Rhyhorn
Sandshrew

SPECIAL ATTACK POINTS

Special attacks hit hard and fast, and if you've got a lot of Special Attack points, yours will hit even harder.

16 POINTS
Abra



15 POINTS
Gastly

14 POINTS
Smoochum
Magnemite
Omanyte

13 POINTS
Houndour
Porygon

HIT POINTS

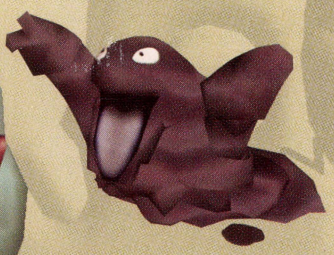
With enough Hit Points, you may be able to outlast your opponent...but usually there's a trade off, like Chansey's weak Attack and Defense stats.

40 POINTS
Chansey

25 POINTS
Igglybuff

24 POINTS
Slowpoke
Phanpy

23 POINTS
Grimer
Rhyhorn



22 POINTS
Scyther
Machop
Chinchou
Marill

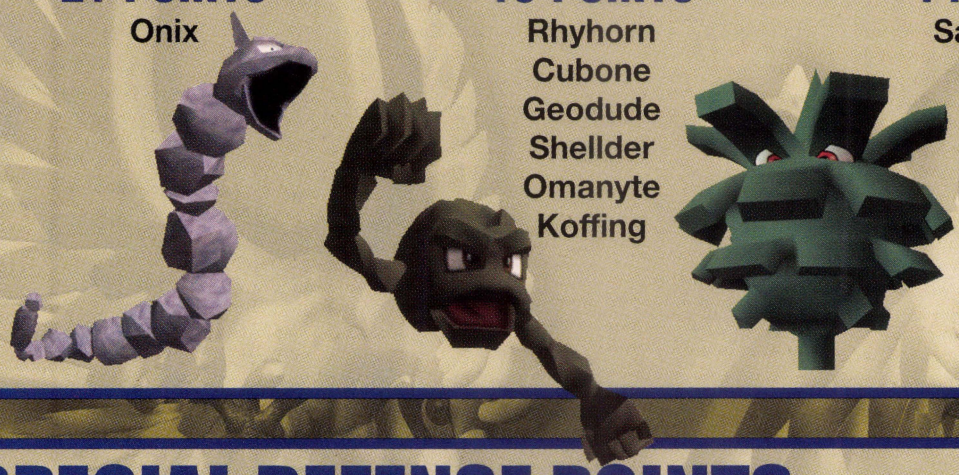
DEFENSE POINTS

Sometimes the best offense is a good defense. Pokémon like Onix are strong against physical attacks (and it's got good Speed, too).

21 POINTS
Onix

15 POINTS
Rhyhorn
Cubone
Geodude
Shellder
Omanyte
Koffing

14 POINTS
Sandshrew
Pineco
Krabby
Kabuto



SPECIAL DEFENSE POINTS

Special defense protects you from special attacks. These Pokémon are ready to take some hits and keep fighting:

15 POINTS
Tentacool
Chansey

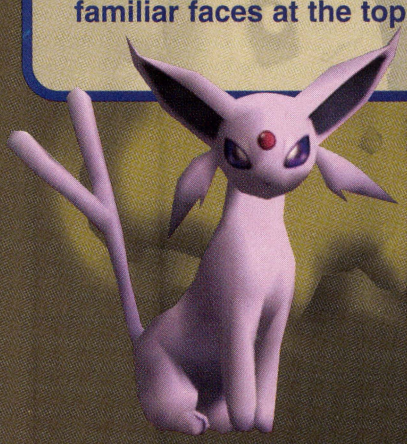
14 POINTS
Drowzee

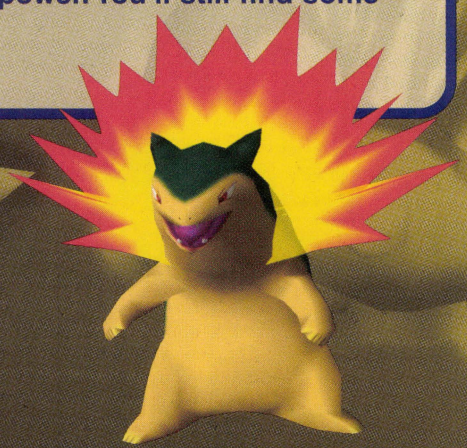
13 POINTS
Scyther
Ledyba

12 POINTS
Smoochum
Porygon
Bulbasaur
Vulpix
Chikorita
Squirtle
Seel
Togepi

Rental Top Stats • Poké Cup

The Poké Cup features a lot more Pokémon with a lot more power. You'll still find some familiar faces at the top of the list in each category.





OVERALL POINTS

We added up the Attack, Defense, Special Attack, Special Defense and Speed stats to see how the rental Pokémon ranked. Here are the best Pokémon in overall stats:

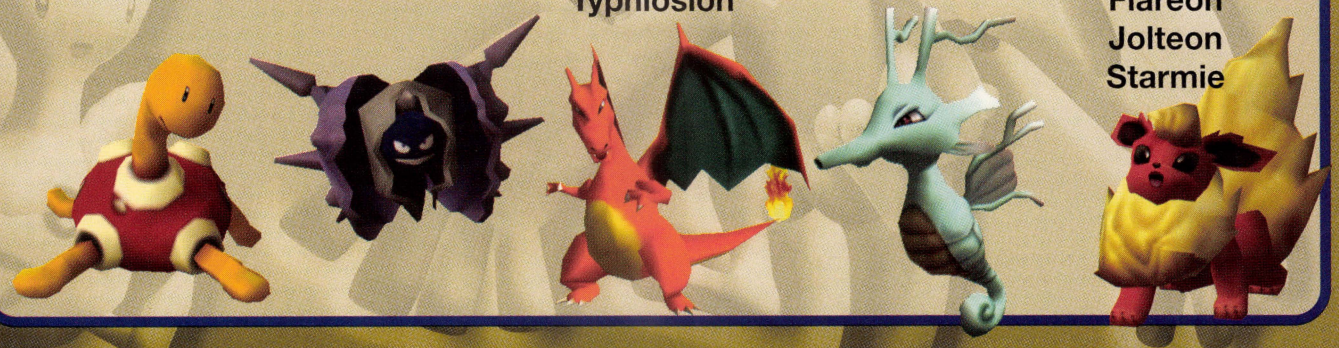
637 POINTS
Shuckle

589 POINTS
Cloyster

570 POINTS
Charizard
Typhlosion

579 POINTS
Kingdra

574 POINTS
Espeon
Flareon
Jolteon
Starmie



SPEED POINTS

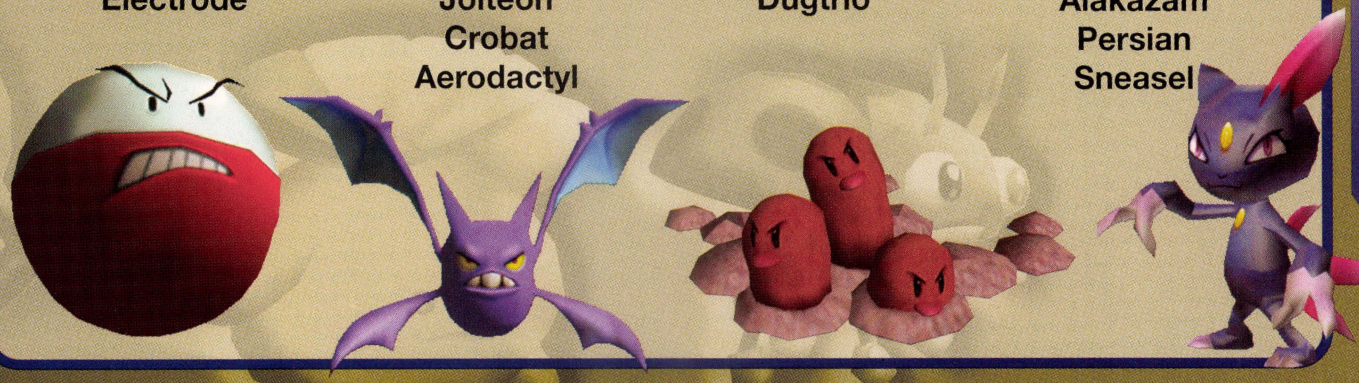
Being able to attack first can often be the difference between winning and getting knocked to the ground. Here're the Pokémon with the highest Speed stats:

166 POINTS
Electrode

152 POINTS
Jolteon
Crobat
Aerodactyl

151 POINTS
Dugtrio

146 POINTS
Alakazam
Persian
Sneasel



ATTACK POINTS

Nearly every Pokémon has a decent physical attack, and if they've got a high Attack stat, then they can deliver that attack with even more force.

157 POINTS
Kingler
Rhydon

155 POINTS
Machamp
Scizor
Ursaring

153 POINTS
Flareon

150 POINTS
Pinsir

149 POINTS
Hitmonlee
Granbull

SPECIAL ATTACK POINTS

Special attacks hit hard and fast, and if you've got a lot of Special Attack points, yours will hit even harder.

161 POINTS
Alakazam

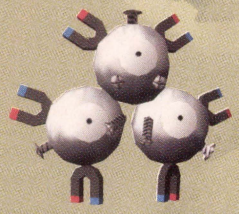
154 POINTS
Gengar

153 POINTS
Espeon

150 POINTS
Kadabra

148 POINTS
Exeggutor

146 POINTS
Magneton



145 POINTS
Haunter

141 POINTS
Jynx
Omastar

HIT POINTS

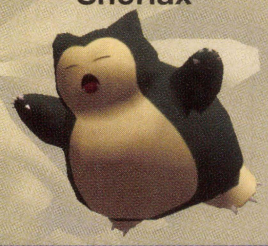
With enough Hit Points, maybe you can outlast your opponent...but usually there's a trade off, like Chansey's weak Attack and Defense stats.

333 POINTS
Blissey

331 POINTS
Chansey

275 POINTS
Wobbuffet

238 POINTS
Snorlax

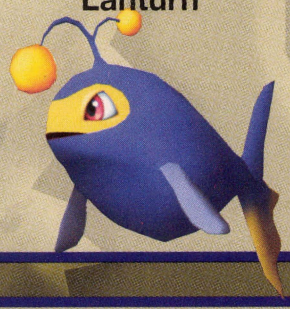


225 POINTS
Wigglytuff

208 POINTS
Lapras
Vaporeon

207 POINTS
Jigglypuff

206 POINTS
Lanturn



DEFENSE POINTS

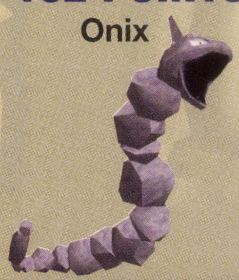
Sometimes the best offense is a good defense. Your physical defense points will protect you from physical attacks.

260 POINTS
Shuckle

223 POINTS
Steelix

203 POINTS
Cloyster

192 POINTS
Onix

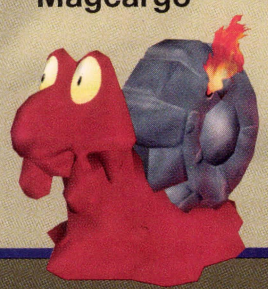


167 POINTS
Forretress
Skarmory

157 POINTS
Golem

152 POINTS
Omastar

150 POINTS
Magcargo



SPECIAL DEFENSE POINTS

Special defense protects you from special attacks, which are some of the more intimidating moves in the game. These Pokémon are ready to take some hits.

260 POINTS
Shuckle

158 POINTS
Blissey

146 POINTS
Mr. Mime

142 POINTS
Ledian

166 POINTS
Mantine

153 POINTS
Umbreon

143 POINTS
Tentacruel

141 POINTS
Hypno
Hitmontop

Rental Top Stats • Poké Cup

The rental Pokémon in the Prime Cup are at Level 100, and have a few new attacks thrown in for good measure.

OVERALL POINTS

We added up the Attack, Defense, Special Attack, Special Defense and Speed stats to see how the rental Pokémon ranked. Here are the best Pokémon in overall stats.

1284 POINTS
Shuckle

1188 POINTS
Cloyster

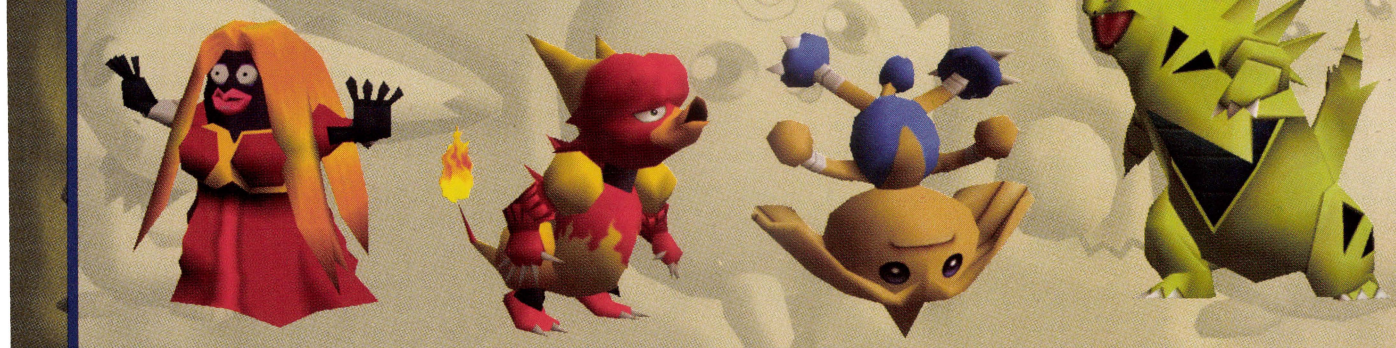
1208 POINTS
Dragonite

1190 POINTS
Tyranitar

1054 POINTS
Jynx

1134 POINTS
Magmar

1204 POINTS
Hitmontop



SPEED POINTS

Being able to attack first can often be the difference between winning and getting knocked to the ground. Here're the Pokémon with the highest Speed stats:

334 POINTS
Electrode

306 POINTS
Jolteon
Crobat

304 POINTS
Dugtrio

302 POINTS
Aerodactyl

294 POINTS
Alakazam
Persian
Sneasel

ATTACK POINTS

Nearly every Pokémon has a decent Physical Attack, and if they've got a high Attack stat then they can deliver that attack with even more force.

316 POINTS
Kingler
Rhydon

312 POINTS
Machamp
Scizor
Ursaring

308 POINTS
Flareon

306 POINTS
Dragonite
Tyranitar

302 POINTS
Pinsir

300 POINTS
Hitmonlee
Granbull

SPECIAL ATTACK POINTS

Special attacks hit hard and fast, and if you've got a lot of Special Attack points, yours will hit even harder.

324 POINTS
Alakazam

310 POINTS
Gengar

308 POINTS
Espeon

302 POINTS
Kadabra

298 POINTS
Exeggutor

294 POINTS
Magneton

292 POINTS
Haunter

194 POINTS
Pidgeot

HIT POINTS

With enough Hit Points, maybe you can outlast your opponent...but usually there's a trade off, like Chansey's weak Attack and Defense stats.

663 POINTS
Blissey

659 POINTS
Chansey

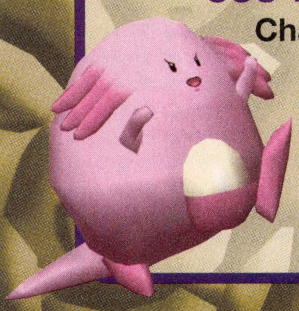
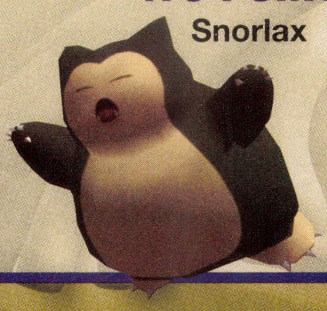
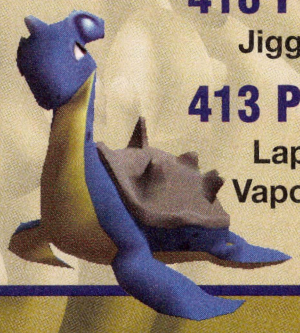
547 POINTS
Wobbuffet

473 POINTS
Snorlax

447 POINTS
Wigglytuff

418 POINTS
Jigglypuff

413 POINTS
Lapras
Vaporeon

DEFENSE POINTS

Sometimes the best offense is a good defense. Your Physical Defense points will protect you from Physical Attacks.

522 POINTS
Shuckle

448 POINTS
Steelix

408 POINTS
Cloyster

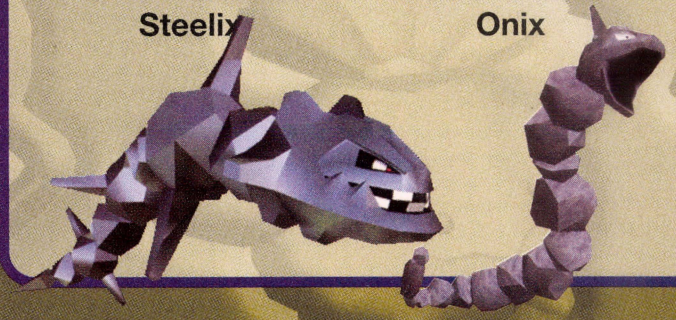
389 POINTS
Onix

336 POINTS
Forretress
Skarmory

316 POINTS
Golem

306 POINTS
Omastar

302 POINTS
Magcargo



SPECIAL DEFENSE POINTS

Special Defense protects you from Special Attacks, which are some of the more intimidating moves in the game. These Pokémon are ready to take some hits:

522 POINTS
Shuckle

334 POINTS
Mantine

318 POINTS
Blissey

308 POINTS
Umbreon

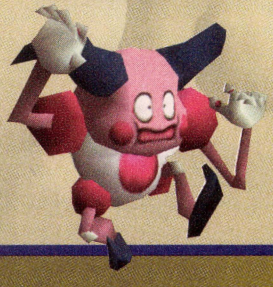
298 POINTS
Hitmontop

294 POINTS
Mr. Mime

289 POINTS
Ledian

288 POINTS
Tentacruel

285 POINTS
Articuno



LITTLE CUP RENTAL POKéMON

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △	ATTACK ▷	ATTACK ▽	ATTACK ◁
Abra	18	Psychic	7	7	16	11	14	PSY Psychic	DRK Thief	NRM Endure	NRM Flash
Bellsprout	20	Grass/Poison	13	9	12	8	9	GRS Vine Whip	PSN Sludge Bomb	NRM Sweet Scent	NRM Flash
Bulbasaur	20	Grass/Poison	10	10	12	12	10	GRS Razor Leaf	NRM Cut	GRS Sleep Powder	NRM Growl
Caterpie	20	Bug	9	9	8	8	10	NRM Tackle	BUG String Shot		
Chansey	40	Normal	5	5	8	15	10	NRM Egg Bomb	GRD Mud-Slap	NRM Defense Curl	NRM Tail Whip
Charmander	19	Fire	10	9	11	10	12	FIR Flamethrower	NRM Rage	FIR Sunny Day	NRM Growl
Chikorita	20	Grass	10	12	10	12	10	GRS Solarbeam	NRM Body Slam	PSN Poisonpowder	NRM Growl
Chinchou	22	Water/Electric	9	9	11	11	12	WTR Water Gun	ELC Spark	NRM Flail	NRM Supersonic
Cleffa	21	Normal	8	8	10	11	7	NRM Headbutt	PSY Psychic	NRM Encore	NRM Charm
Cubone	20	Ground	10	15	9	10	8	GRD Bonemerang	NRM Headbutt	NRM Tail Whip	NRM Focus Energy
Cyndaquil	19	Fire	10	9	11	10	12	FIR Flame Wheel	GRD Dig	NRM Leer	NRM Smokescreen
Diglett	16	Ground	11	8	9	10	15	GRD Magnitude	NRM Slash	GRD Sand-Attack	NRM Growl
Doduo	19	Normal/Flying	14	10	9	9	13	FLY Peck	NRM Tri Attack	PSY Agility	NRM Growl
Dratini	19	Dragon	12	10	10	10	10	DRA Outrage	NRM Wrap	NRM Leer	NRM Safeguard
Drowzee	21	Psychic	10	10	9	14	9	PSY Dream Eater	NRM Headbutt	PSN Poison Gas	PSY Hypnosis
Eevee	20	Normal	10	10	9	11	10	NRM Take Down	DRK Bite	NRM Focus Energy	NRM Tail Whip
Ekans	19	Poison	11	10	9	11	11	PSN Acid	DRK Bite	NRM Strength	NRM Glare
Elekid	19	Electric	11	9	11	10	14	ELC Thunderpunch	NRM Quick Attack	PSY Light Screen	NRM Flash
Exeggcute	21	Grass/Psychic	9	13	11	9	9	GRS Solarbeam	DRK Thief	NRM Barrage	GRS Leech Seed
Gastly	18	Ghost/Poison	9	8	15	9	13	GHO Shadow Ball	DRK Thief	??? Curse	GHO Spite
Geodude	19	Rock/Ground	13	15	8	8	7	NRM Tackle	RCK Rollout	NRM Swagger	NRM Defense Curl
Goldeen	19	Water	12	11	8	10	11	WTR Waterfall	NRM Fury Attack	NRM Supersonic	NRM Tail Whip
Grimer	23	Poison	13	10	9	10	7	PSN Sludge	NRM Pound	FIR Fire Punch	PSN Acid Armor
Growlithe	21	Fire	12	10	12	10	11	FIR Flame Wheel	NRM Take Down	NRM Leer	NRM Roar
Hoothoot	21	Normal/Flying	8	8	9	11	10	FLY Fly	NRM Take Down	GHO Nightmare	PSY Hypnosis
Hoppip	19	Grass/Flying	9	9	9	11	10	GRS Giga Drain	NRM Headbutt	GRS Leech Seed	GRS Cotton Spore
Horsea	18	Water	9	12	12	8	11	WTR Hydro Pump	DRA Twister	NRM Leer	PSY Agility
Houndour	19	Dark/Fire	11	8	13	10	11	FIR Ember	DRK Crunch	PSN Smog	NRM Roar
Igglybuff	25	Normal	9	7	10	8	7	ICE Icy Wind	PSY Dream Eater	NRM Sing	NRM Flash
Kabuto	18	Rock/Water	13	14	10	9	10	RCK Ancientpower	GRS Mega Drain	GRD Sand-Attack	NRM Harden
Koffing	19	Poison	11	15	11	9	8	PSN Sludge Bomb	NRM Tackle	ICE Haze	NRM Smokescreen
Krabby	18	Water	15	14	7	7	10	WTR Crabhammer	NRM Vicegrip	NRM Guillotine	NRM Leer
Larvitar	20	Rock/Ground	12	10	10	10	9	RCK Rock Slide	GRD Mud-Slap	NRM Scary Face	RCK Sandstorm
Ledyba	19	Bug/Flying	7	8	9	13	11	NRM Double-Edge	ICE Ice Punch	NRM Supersonic	PSY Agility
Machop	22	Fighting	13	10	9	9	9	FTG Vital Throw	GRD Dig	NRM Foresight	NRM Scary Face
Magby	19	Fire	12	9	12	10	13	FIR Fire Punch	FTG Dynamicpunch	PSN Smog	NRM Smokescreen
Magikarp	18	Water	7	11	7	8	14	NRM Tackle	NRM Flail	NRM Splash	
Magnemite	17	Electric/Steel	8	12	14	10	9	ELC Zap Cannon	NRM Tackle	NRM Lock-On	NRM Supersonic
Mankey	19	Fighting	13	9	9	10	12	FTG Cross Chop	NRM Scratch	NRM Focus Energy	NRM Leer
Mareep	21	Electric	9	9	12	10	9	ELC Thunder	NRM Return	NRM Growl	GRS Cotton Spore

LITTLE CUP RENTAL POKéMON (continued)

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △		ATTACK ▷		ATTACK ▽		ATTACK ◁	
Marill	22	Water	7	10	7	10	9	WTR	Surf	RCK	Rollout	NRM	Defense Curl	NRM	Tail Whip
Meowth	19	Normal	10	9	9	9	14	NRM	Pay Day	STL	Iron Tail	NRM	Screech	NRM	Attract
Natu	19	Psychic/Flying	10	10	12	9	12	PSY	Psychic	FLY	Peck	NRM	Flash	NRM	Leer
Nidoran F	21	Poison	10	10	9	9	9	ICE	Blizzard	FTG	Double Kick	PSN	Poison Sting	NRM	Growl
Nidoran M	20	Poison	11	9	9	9	10	NRM	Horn Attack	PSN	Poison Sting	NRM	Horn Drill	NRM	Leer
Oddish	19	Grass/Poison	10	11	12	11	8	GRS	Petal Dance	NRM	Cut	NRM	Sweet Scent	PSN	Poisonpowder
Omanyte	18	Rock/Water	9	15	14	10	8	WTR	Water Gun	RCK	Ancientpower	NRM	Leer	WTR	Withdraw
Onix	18	Rock/Ground	9	21	8	9	12	GRD	Dig	RCK	Rock Throw	NRM	Harden	NRM	Endure
Paras	19	Bug/Grass	12	11	10	11	8	GRS	Giga Drain	BUG	Leech Life	GRS	Spore	???	Curse
Phanpy	24	Ground	11	11	9	9	9	GRD	Earthquake	NRM	Flail	NRM	Defense Curl	NRM	Growl
Pichu	18	Electric	10	7	9	9	12	ELC	Zap Cannon	NRM	Swift	NRM	Attract	NRM	Sweet Kiss
Pidgey	19	Normal/Flying	10	9	9	9	11	FLY	Fly	STL	Steel Wing	NRM	Quick Attack	GRD	Sand-Attack
Pineco	20	Bug	12	14	9	9	7	NRM	Strength	GRS	Solarbeam	NRM	Bide	NRM	Spikes
Poliwag	19	Water	10	9	9	9	14	WTR	Whirlpool	NRM	Doubleslap	NRM	Belly Drum	PSY	Hypnosis
Ponyta	20	Fire	13	11	11	11	14	FIR	Fire Punch	NRM	Tackle	PSY	Agility	NRM	Tail Whip
Porygon	21	Normal	11	12	13	12	9	NRM	Return	ICE	Icy Wind	NRM	Sharpen	NRM	Conversion 2
Psyduck	20	Water	10	10	11	10	10	WTR	Waterfall	NRM	Fury Swipes	NRM	Disable	NRM	Psych Up
Rattata	18	Normal	11	9	8	9	13	NRM	Super Fang	NRM	Hyper Fang	DRK	Thief	NRM	Tail Whip
Remoraid	19	Water	12	9	12	9	12	WTR	Bubblebeam	PSY	Psybeam	GRD	Mud-Slap	NRM	Focus Energy
Rhyhorn	23	Ground/Rock	13	15	8	8	7	RCK	Rollout	NRM	Horn Attack	RCK	Sandstorm	NRM	Scary Face
Sandshrew	20	Ground	13	14	7	8	9	GRD	Dig	NRM	Swift	RCK	Sandstorm	GRD	Sand-Attack
Scyther	22	Bug/Flying	16	13	10	13	15	NRM	Cut	DRK	Pursuit	NRM	Focus Energy	NRM	Leer
Seel	21	Water	9	11	9	12	9	WTR	Whirlpool	ICE	Aurora Beam	NRM	Headbutt	PSY	Rest
Sentret	19	Normal	10	9	9	10	8	NRM	Headbutt	GHO	Shadow Ball	BUG	Fury Cutter	NRM	Swagger
Shellder	18	Water	12	15	10	8	9	WTR	Clamp	ICE	Icy Wind	NRM	Supersonic	WTR	Withdraw
Slowpoke	24	Water/Psychic	12	12	9	9	7	WTR	Water Gun	PSY	Confusion	NRM	Headbutt	PSY	Amnesia
Slugma	19	Fire	9	9	12	9	7	FIR	Flamethrower	RCK	Rock Throw	PSN	Smog	NRM	Harden
Smoochum	20	Ice/Psychic	8	7	14	12	12	PSY	Confusion	ICE	Powder Snow	NRM	Sweet Kiss	NRM	Mean Look
Snubbull	21	Normal	13	10	9	9	8	NRM	Take Down	DRK	Bite	NRM	Scary Face	NRM	Roar
Spearow	19	Normal/Flying	11	8	9	9	12	FLY	Drill Peck	NRM	Fury Attack	DRK	Pursuit	FLY	Mirror Move
Spinarak	19	Bug/Poison	11	9	9	9	8	GRD	Dig	BUG	Leech Life	PSN	Toxic	BUG	Spider Web
Squirtle	20	Water	10	12	10	12	9	WTR	Hydro Pump	NRM	Rapid Spin	WTR	Rain Dance	NRM	Tail Whip
Staryu	18	Water	9	11	12	10	13	WTR	Bubblebeam	NRM	Swift	NRM	Harden	PSY	Light Screen
Sunkern	19	Grass	9	9	9	9	9	GRS	Giga Drain	PSN	Sludge Bomb	NRM	Flash	NRM	Growth
Swinub	20	Ice/Ground	10	9	8	8	10	ICE	Blizzard	GRD	Mud-Slap	NRM	Swagger	ICE	Mist
Teddiursa	21	Normal	13	10	10	10	9	NRM	Thrash	DRK	Faint Attack	GHO	Lick	NRM	Leer
Tentacool	19	Water/Poison	9	9	10	15	12	WTR	Bubblebeam	PSN	Acid	PSY	Barrier	NRM	Supersonic
Togepi	19	Normal	7	12	9	12	7	NRM	Double-Edge	RCK	Rollout	NRM	Metronome	NRM	Charm
Totodile	20	Water	12	12	10	10	9	WTR	Surf	NRM	Cut	NRM	Scary Face	NRM	Leer
Tyrogue	19	Fighting	9	9	9	9	9	FTG	Rock Smash	NRM	Strength	NRM	Swagger	NRM	Attract
Venonat	21	Bug/Poison	11	10	9	11	10	PSN	Sludge Bomb	PSY	Confusion	BUG	Leech Life	NRM	Foresight
Voltorb	19	Electric	8	10	10	10	15	ELC	Thunder	RCK	Rollout	PSY	Mirror Coat	???	Curse
Vulpix	19	Fire	9	9	10	12	12	FIR	Fire Spin	NRM	Quick Attack	GHO	Confuse Ray	NRM	Attract
Weedle	20	Bug/Poison	9	9	8	8	11	PSN	Poison Sting	BUG	String Shot				
Wooper	21	Water/Ground	10	10	8	8	7	WTR	Surf	GRD	Dig	ICE	Mist	ICE	Haze
Zubat	19	Poison/Flying	10	9	8	9	11	FLY	Wing Attack	DRK	Bite	NRM	Supersonic	PSN	Toxic

POKé CUP AND GYM LEADER CASTLE RENTAL POKéMON

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △	ATTACK ▷	ATTACK ▽	ATTACK ◁
Abra	115	Psychic	55	51	140	90	126	PSY Psychic	ICE Ice Punch	NRM Swagger	NRM Attract
Aerodactyl	158	Rock/Flying	128	88	83	98	152	RCK Ancientpower	DRK Bite	??? Curse	NRM Supersonic
Aipom	142	Normal	103	87	72	87	117	NRM Strength	NRM Double Team	NRM Baton Pass	PSY Agility
Alakazam	136	Psychic	77	72	161	111	146	PSY Psybeam	PSY Future Sight	DRK Thief	PSY Kinesis
Ampharos	169	Electric	100	100	139	114	79	ELC Zap Cannon	FTG Dynamicpunch	NRM Swift	NRM Flash
Arbok	145	Poison	116	99	95	109	111	PSN Sludge Bomb	DRK Bite	GRD Dig	NRM Glare
Arcanine	164	Fire	129	99	119	99	114	FIR Flame Wheel	NRM Extremespeed	NRM Leer	NRM Roar
Ariados	157	Bug/Poison	123	102	92	92	72	PSN Sludge Bomb	NRM Protect	PSN Toxic	BUG Spider Web
Articuno	155	Ice/Flying	94	110	105	135	94	ICE Blizzard	NRM Razor Wind	NRM Mimic	??? Curse
Azumarill	185	Water	81	110	80	110	81	WTR Waterfall	ICE Icy Wind	NRM Defense Curl	WTR Rain Dance
Bayleef	145	Grass	93	110	93	110	91	GRS Razor Leaf	NRM Body Slam	NRM Safeguard	GRS Synthesis
Beedrill	152	Bug/Poison	113	72	77	112	107	BUG Twineedle	PSN Sludge Bomb	DRK Pursuit	NRM Focus Energy
Bellossom	156	Grass	107	112	116	126	76	GRS Petal Dance	NRM Cut	PSN Poisonpowder	NRM Attract
Bellsprout	140	Grass/Poison	110	71	105	65	76	GRS Giga Drain	PSN Sludge Bomb	PSN Toxic	NRM Growth
Blastoise	157	Water	106	123	108	128	100	WTR Hydro Pump	NRM Rapid Spin	GRD Mud-Slap	WTR Withdraw
Blissey	333	Normal	33	33	98	158	77	NRM Egg Bomb	ELC Thunder	NRM Defense Curl	NRM Flash
Bulbasaur	135	Grass/Poison	84	85	100	100	81	GRS Razor Leaf	NRM Headbutt	PSN Toxic	NRM Growth
Butterfree	147	Bug/Flying	78	82	112	112	102	FLY Gust	PSY Psychic	NRM Hyper Beam	GRS Stun Spore
Caterpie	139	Bug	69	74	61	61	85	NRM Tackle	BUG String Shot		
Chansey	331	Normal	32	32	61	131	76	NRM Egg Bomb	ICE Blizzard	PSY Dream Eater	NRM Sing
Charizard	156	Fire/Flying	107	101	132	108	122	FIR Fire Punch	FLY Wing Attack	NRM Growl	NRM Scary Face
Charmander	129	Fire	87	79	95	85	101	FIR Flamethrower	NRM Slash	DRA Dragonbreath	FIR Sunny Day
Charmeleon	143	Fire	95	88	110	95	111	FIR Fire Blast	NRM Strength	GRD Dig	NRM Smokescreen
Chikorita	135	Grass	84	101	84	100	81	GRS Giga Drain	NRM Body Slam	PSY Light Screen	PSN Toxic
Chinchou	165	Water/Electric	73	74	91	91	103	WTR Surf	ELC Thunder	WTR Rain Dance	GHO Confuse Ray
Clefable	176	Normal	97	100	111	116	86	NRM Metronome	NRM Headbutt	ICE Ice Punch	NRM Encore
Clefairy	160	Normal	80	84	95	100	71	NRM Metronome	NRM Strength	PSY Psychic	NRM Moonlight
Cleffa	144	Normal	64	67	86	96	55	NRM Headbutt	PSY Psychic	NRM Encore	NRM Sweet Kiss
Cloyster	128	Water/Ice	118	203	108	68	92	WTR Clamp	ICE Aurora Beam	NRM Spike Cannon	WTR Withdraw
Corsola	142	Water/Rock	88	117	97	117	67	WTR Surf	RCK Ancientpower	PSY Mirror Coat	NRM Attract
Crobat	163	Poison/Flying	113	103	93	103	152	FLY Fly	DRK Bite	BUG Leech Life	NRM Supersonic
Croconaw	150	Water	111	110	89	93	89	WTR Surf	ICE Ice Punch	NRM Slash	NRM Scary Face
Cubone	140	Ground	85	131	75	85	71	GRD Bonemerang	NRM Headbutt	ICE Icy Wind	NRM Focus Energy
Cyndaquil	129	Fire	87	79	95	85	101	FIR Flamethrower	NRM Headbutt	GRD Dig	FIR Sunny Day
Delibird	135	Ice/Flying	90	81	100	80	111	NRM Present	ICE Blizzard	FLY Fly	NRM Double Team
Dewgong	171	Water/Ice	97	107	96	121	96	WTR Waterfall	ICE Aurora Beam	NRM Sleep Talk	PSY Rest
Diglett	102	Ground	92	63	72	82	132	GRD Earthquake	NRM Slash	GRD Fissure	GRD Sand-Attack
Ditto	138	Normal	83	84	83	83	84	NRM Transform			
Dodrio	141	Normal/Flying	137	97	86	86	126	FLY Fly	NRM Tri Attack	DRK Pursuit	NRM Growl
Doduo	125	Normal/Flying	120	81	70	70	111	FLY Drill Peck	NRM Tri Attack	STL Steel Wing	NRM Double Team

POKé CUP RENTAL POKéMON (continued)

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △	ATTACK ▷	ATTACK ▽	ATTACK ◁
Donphan	169	Ground	145	145	84	84	74	GRD Earthquake	NRM Rapid Spin	RCK Sandstorm	NRM Growl
Dragonair	146	Dragon	115	95	100	100	101	DRA Dragonbreath	NRM Headbutt	FIR Fire Blast	ELC Thunder Wave
Dragonite	151	Dragon/Flying	139	100	105	105	85	FLY Fly	DRA Dragon Rage	FTG Rock Smash	NRM Leer
Dratini	131	Dragon	99	81	85	85	86	DRA Outrage	NRM Headbutt	NRM Safeguard	ELC Thunder Wave
Drowzee	150	Psychic	83	81	78	125	78	PSY Psychic	NRM Headbutt	PSY Dream Eater	PSY Hypnosis
Dugtrio	120	Ground	111	80	80	100	151	GRD Magnitude	NRM Slash	NRM Attract	??? Curse
Dunsparce	185	Normal	101	100	95	95	76	NRM Strength	GRD Dig	NRM Attract	NRM Glare
Eevee	145	Normal	90	86	80	100	91	NRM Take Down	STL Iron Tail	GHO Shadow Ball	GRD Sand-Attack
Ekans	127	Poison	97	82	77	91	92	PSN Sludge Bomb	GRD Earthquake	NRM Strength	NRM Glare
Electabuzz	146	Electric	110	84	121	111	131	ELC Thunderpunch	NRM Swift	PSY Light Screen	NRM Leer
Electrode	141	Electric	77	97	106	106	166	ELC Thunder	NRM Swift	NRM Sonicboom	NRM Flash
Elekid	132	Electric	96	69	97	87	127	ELC Thunderbolt	NRM Headbutt	NRM Screech	PSY Light Screen
Entei	182	Fire	127	97	102	87	112	FIR Fire Blast	FTG Rock Smash	NRM Leer	NRM Roar
Espeon	143	Psychic	88	83	153	118	132	PSY Psybeam	NRM Swift	NRM Tail Whip	NRM Psych Up
Exeggcute	150	Grass/Psychic	75	116	95	80	76	PSY Psychic	GRS Giga Drain	GRS Stun Spore	GRS Leech Seed
Exeggutor	173	Grass/Psychic	118	108	148	88	77	NRM Egg Bomb	PSY Confusion	GHO Nightmare	GRS Sleep Powder
Farfetch'd	139	Normal/Flying	98	87	90	94	92	NRM Slash	FLY Fly	STL Steel Wing	NRM Swords Dance
Fearow	150	Normal/Flying	121	95	91	91	131	FLY Drill Peck	NRM Hyper Beam	DRK Pursuit	PSN Toxic
Feraligatr	159	Water	123	119	98	102	97	WTR Water Gun	GRD Dig	FTG Dynamicpunch	NRM Leer
Flaaffy	157	Electric	88	87	112	92	77	ELC Thunderpunch	FIR Fire Punch	GRS Cotton Spore	PSY Light Screen
Flareon	143	Fire	153	83	118	133	87	FIR Fire Blast	PSN Smog	NRM Quick Attack	NRM Tail Whip
Forretress	156	Bug/Steel	117	167	86	86	66	NRM Strength	RCK Rollout	RCK Sandstorm	GRD Spikes
Furret	170	Normal	107	94	75	85	121	NRM Strength	ICE Ice Punch	ELC Thunderpunch	PSY Amnesia
Gastly	120	Ghost/Poison	70	66	135	70	116	GHO Shadow Ball	PSY Psychic	??? Curse	GHO Confuse Ray
Gengar	139	Ghost/Poison	90	85	154	99	134	GHO Night Shade	DRK Thief	GHO Nightmare	PSY Hypnosis
Geodude	130	Rock/Ground	115	136	65	65	56	GRD Earthquake	RCK Rollout	NRM Explosion	NRM Defense Curl
Girafarig	151	Normal/Psychic	107	92	116	91	111	PSY Psychic	NRM Stomp	NRM Baton Pass	PSY Agility
Gligar	150	Ground/Flying	106	135	65	95	116	NRM Slash	DRK Faint Attack	STL Iron Tail	GRD Sand-Attack
Gloom	147	Grass/Poison	98	102	117	107	72	GRS Solarbeam	PSN Sludge Bomb	GRS Sleep Powder	FIR Sunny Day
Golbat	156	Poison/Flying	107	97	91	101	116	FLY Wing Attack	DRK Bite	STL Steel Wing	ICE Haze
Goldeen	135	Water	102	96	70	85	99	WTR Surf	NRM Horn Attack	NRM Horn Drill	NRM Supersonic
Golduck	158	Water	105	101	118	103	107	WTR Waterfall	NRM Fury Attack	PSY Confusion	NRM Psych Up
Golem	161	Rock/Ground	137	157	81	91	71	GRD Magnitude	RCK Rock Throw	FTG Rock Smash	NRM Harden
Granbull	173	Normal	149	103	88	88	74	NRM Headbutt	FTG Dynamicpunch	DRK Bite	NRM Scary Face
Graveler	142	Rock/Ground	128	147	77	77	67	GRD Earthquake	RCK Rollout	NRM Selfdestruct	RCK Sandstorm
Grimer	170	Poison	115	86	75	85	61	PSN Sludge Bomb	NRM Frustration	PSN Toxic	NRM Screech
Growlithe	142	Fire	103	77	102	82	92	FIR Flamethrower	GRD Dig	FIR Sunny Day	NRM Roar
Gyarados	173	Water/Flying	148	102	83	123	103	WTR Waterfall	DRA Dragon Rage	DRA Twister	NRM Leer
Haunter	130	Ghost/Poison	81	75	145	85	126	GHO Shadow Ball	GRS Giga Drain	GHO Spite	GHO Destiny Bond
Heracross	158	Bug/Fighting	148	98	63	118	107	FTG Reversal	NRM Cut	FTG Counter	NRM Endure
Hitmonchan	133	Fighting	134	107	63	138	105	FTG Mach Punch	NRM Strength	ICE Ice Punch	FTG Counter
Hitmonlee	133	Fighting	149	81	63	138	116	FTG Hi Jump Kick	NRM Mega Kick	GRD Mud-Slap	PSY Meditate
Hitmontop	136	Fighting	127	126	66	141	102	FTG Triple Kick	NRM Strength	NRM Focus Energy	FTG Counter
Hoothoot	152	Normal/Flying	67	68	73	93	87	FLY Fly	NRM Swift	PSY Dream Eater	PSY Hypnosis
Hoppip	129	Grass/Flying	74	79	76	96	90	GRS Giga Drain	NRM Headbutt	GRS Leech Seed	GRS Sleep Powder
Horsea	122	Water	77	108	107	62	97	WTR Hydro Pump	ICE Blizzard	WTR Rain Dance	NRM Smokescreen

POKé CUP RENTAL POKéMON (continued)

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △	ATTACK ▷	ATTACK ▽	ATTACK ◁
Houndoom	154	Dark/Fire	115	75	134	104	119	FIR Ember	DRK Bite	NRM Swift	NRM Roar
Houndour	135	Dark/Fire	95	66	115	85	101	FIR Flamethrower	DRK Crunch	PSN Sludge Bomb	FIR Sunny Day
Hypno	166	Psychic	100	97	99	141	93	PSY Confusion	PSY Dream Eater	NRM Psych Up	PSY Hypnosis
Igglybuff	184	Normal	69	54	81	61	55	NRM Headbutt	PSY Dream Eater	NRM Sing	NRM Sweet Kiss
Ivysaur	145	Grass/Poison	93	93	110	110	91	GRS Solarbeam	BUG Fury Cutter	GRS Leech Seed	FIR Sunny Day
Jigglypuff	207	Normal	82	58	82	62	57	NRM Body Slam	RCK Rollout	NRM Defense Curl	NRM Sing
Jolteon	143	Electric	88	83	133	118	152	ELC Zap Cannon	BUG Pin Missile	FTG Double Kick	GRD Sand-Attack
Jumpluff	158	Grass/Flying	84	98	83	113	139	GRS Mega Drain	NRM Headbutt	GRS Stun Spore	GRS Leech Seed
Jynx	146	Ice/Psychic	77	62	141	121	121	ICE Ice Punch	PSY Confusion	GHO Lick	NRM Mean Look
Kabuto	117	Rock/Water	113	122	87	77	87	RCK Rollout	GRS Giga Drain	ICE Blizzard	NRM Attract
Kabutops	141	Rock/Water	142	132	91	96	106	NRM Headbutt	WTR Surf	NRM Leer	NRM Endure
Kadabra	125	Psychic	66	60	150	100	136	PSY Psychic	ELC Thunderpunch	PSY Reflect	PSY Kinesis
Kakuna	139	Bug/Poison	64	89	66	66	75	NRM Harden			
Kangaskhan	186	Normal	122	107	66	106	116	NRM Dizzy Punch	DRK Bite	WTR Surf	NRM Leer
Kingdra	153	Water/Dragon	118	118	118	118	107	WTR Waterfall	DRA Twister	NRM Frustration	NRM Leer
Kingler	136	Water	157	142	76	76	101	WTR Crabhammer	NRM Vicegrip	NRM Guillotine	NRM Leer
Koffing	130	Poison	100	131	95	80	71	PSN Sludge Bomb	FIR Fire Blast	NRM Explosion	PSN Toxic
Krabby	120	Water	140	126	60	60	86	WTR Crabhammer	NRM Strength	ICE Blizzard	NRM Guillotine
Lanturn	206	Water/Electric	85	85	102	102	93	WTR Hydro Pump	ELC Spark	NRM Flail	NRM Supersonic
Lapras	208	Water/Ice	108	103	108	118	82	WTR Whirlpool	ICE Icy Wind	NRM Perish Song	ICE Mist
Larvitar	142	Rock/Ground	101	88	82	87	78	RCK Rock Slide	GRD Earthquake	NRM Hyper Beam	NRM Swagger
Ledian	142	Bug/Flying	68	82	87	142	117	GRS Giga Drain	GRD Dig	NRM Hyper Beam	NRM Supersonic
Ledyba	132	Bug/Flying	57	68	77	117	92	NRM Double-Edge	ICE Ice Punch	PSY Reflect	NRM Safeguard
Lickitung	177	Normal	88	107	92	107	62	NRM Hyper Beam	GHO Shadow Ball	WTR Surf	NRM Supersonic
Machamp	170	Fighting	155	105	90	110	79	FTG Submission	FIR Fire Punch	ELC Thunderpunch	NRM Scary Face
Machoke	165	Fighting	131	100	80	90	76	FTG Vital Throw	NRM Strength	GRD Dig	NRM Foresight
Machop	160	Fighting	115	86	70	70	71	FTG Cross Chop	FTG Seismic Toss	GRD Earthquake	NRM Double Team
Magby	132	Fire	108	69	102	87	115	FIR Flamethrower	STL Iron Tail	GHO Confuse Ray	FIR Sunny Day
Magcargo	135	Fire/Rock	81	150	110	110	61	FIR Fire Blast	RCK Rock Slide	PSN Smog	PSY Amnesia
Magikarp	114	Water	49	94	56	61	120	NRM Tackle	NRM Flail	NRM Splash	
Magmar	146	Fire	122	84	126	111	119	FIR Fire Punch	PSN Smog	NRM Smokescreen	GHO Confuse Ray
Magnemite	115	Electric/Steel	70	106	130	90	81	ELC Thunder	NRM Frustration	NRM Supersonic	ELC Thunder Wave
Magneton	131	Electric/Steel	87	122	146	96	96	ELC Thunder	NRM Swift	NRM Flash	ELC Thunder Wave
Mankey	130	Fighting	115	71	70	80	106	FTG Cross Chop	NRM Strength	NRM Double Team	NRM Screech
Mantine	146	Water/Flying	67	97	106	166	96	FLY Wing Attack	WTR Waterfall	NRM Take Down	NRM Supersonic
Mareep	147	Electric	77	78	102	82	72	ELC Thunder	NRM Headbutt	PSY Light Screen	ELC Thunder Wave
Marill	164	Water	59	89	61	91	80	WTR Surf	RCK Rollout	NRM Defense Curl	NRM Swagger
Marowak	145	Ground	111	140	80	110	76	GRD Bone Rush	NRM Thrash	ELC Thunderpunch	NRM Focus Energy
Meganium	158	Grass	105	123	106	123	102	GRS Solarbeam	NRM Strength	PSN Poisonpowder	PSY Reflect
Meowth	132	Normal	82	73	77	77	127	NRM Slash	DRK Faint Attack	GHO Shadow Ball	NRM Screech
Metapod	144	Bug	59	94	66	66	70	NRM Harden			
Miltank	176	Normal	107	132	66	96	126	NRM Stomp	ICE Ice Punch	NRM Attract	NRM Bide
Misdreavus	145	Ghost	91	90	115	115	116	GHO Shadow Ball	ELC Thunder	PSY Psywave	NRM Pain Split
Moltres	155	Fire/Flying	109	100	135	95	99	FIR Fire Blast	FLY Sky Attack	NRM Roar	NRM Endure
Mr. Mime	121	Psychic	72	92	126	146	116	PSY Psybeam	PSY Barrier	NRM Baton Pass	NRM Substitute
Muk	184	Poison	130	100	89	124	74	PSN Sludge	FTG Dynamicpunch	NRM Disable	PSN Acid Armor

POKé CUP RENTAL POKéMON (continued)

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △	ATTACK ▷	ATTACK ▽	ATTACK ◁
Murkrow	145	Dark/Flying	116	72	115	72	122	DRK Faint Attack	FLY Fly	GHO Night Shade	ICE Haze
Natu	130	Psychic/Flying	85	81	105	80	106	PSY Psychic	PSY Future Sight	GHO Night Shade	GHO Confuse Ray
Nidoking	162	Poison/Ground	119	104	111	101	111	NRM Horn Attack	GRD Mud-Slap	ELC Thunder	NRM Horn Drill
Nidoqueen	171	Poison/Ground	109	114	101	111	102	NRM Body Slam	GRD Mud-Slap	ICE Ice Punch	PSN Toxic
Nidoran ♀	147	Poison	84	90	77	77	78	NRM Headbutt	STL Iron Tail	ICE Blizzard	PSN Toxic
Nidoran ♂	138	Poison	94	78	77	77	87	NRM Headbutt	STL Iron Tail	ELC Thunder	NRM Horn Drill
Nidorina	157	Poison	95	99	87	87	88	NRM Strength	DRK Bite	ICE Blizzard	PSN Toxic
Nidorino	148	Poison	105	89	87	87	97	NRM Strength	FTG Double Kick	ELC Thunder	NRM Horn Drill
Ninetales	151	Fire	99	98	104	123	122	FIR Fire Blast	NRM Quick Attack	NRM Safeguard	NRM Roar
Noctowl	185	Normal/Flying	81	80	106	126	101	FLY Fly	NRM Take Down	PSY Confusion	NRM Foresight
Octillery	156	Water	132	102	131	101	71	WTR Octazooka	NRM Hyper Beam	NRM Focus Energy	NRM Lock-On
Oddish	135	Grass/Poison	85	91	110	100	66	GRS Giga Drain	PSN Sludge Bomb	NRM Moonlight	GRS Stun Spore
Omanyte	122	Rock/Water	73	132	122	87	67	WTR Surf	RCK Ancientpower	ICE Blizzard	NRM Protect
Omastar	151	Rock/Water	87	152	141	96	81	WTR Water Gun	RCK Ancientpower	NRM Spike Cannon	DRK Bite
Onix	122	Rock/Ground	78	192	62	77	102	GRD Earthquake	RCK Rock Throw	NRM Strength	RCK Sandstorm
Paras	127	Bug/Grass	107	93	82	92	62	GRS Giga Drain	NRM Slash	GRS Spore	NRM Growth
Parasect	145	Bug/Grass	126	110	90	110	61	GRS Giga Drain	NRM Slash	BUG Fury Cutter	GRS Spore
Persian	150	Normal	101	90	95	95	146	NRM Headbutt	DRK Bite	NRM Roar	NRM Growl
Phanpy	180	Ground	95	96	75	75	76	GRD Earthquake	NRM Double-Edge	NRM Double Team	NRM Swagger
Pichu	114	Electric	79	54	76	76	100	ELC Thunder	NRM Headbutt	NRM Attract	NRM Sweet Kiss
Pidgeot	164	Normal/Flying	107	102	96	96	117	FLY Fly	NRM Swift	STL Steel Wing	NRM Whirlwind
Pidgeotto	153	Normal/Flying	95	91	85	85	107	FLY Fly	NRM Frustration	STL Steel Wing	FLY Mirror Move
Pidgey	132	Normal/Flying	82	78	72	72	93	FLY Fly	NRM Return	STL Steel Wing	GRD Sand-Attack
Pikachu	125	Electric	90	66	85	75	126	ELC Thunderbolt	NRM Headbutt	STL Iron Tail	ELC Thunder Wave
Piloswine	183	Ice/Ground	129	108	88	88	79	ICE Icy Wind	GRD Earthquake	NRM Fury Attack	ICE Mist
Pineco	142	Bug	102	128	72	72	52	NRM Double-Edge	GRS Giga Drain	NRM Explosion	GRD Spikes
Pinsir	144	Bug	150	125	79	94	109	BUG Fury Cutter	NRM Vicegrip	FTG Submission	NRM Focus Energy
Politoed	169	Water	100	100	114	124	94	WTR Whirlpool	ICE Icy Wind	NRM Perish Song	NRM Swagger
Poliwag	130	Water	85	76	75	75	126	WTR Hydro Pump	NRM Body Slam	PSY Hypnosis	WTR Rain Dance
Poliwhirl	152	Water	98	97	82	82	122	WTR Surf	NRM Snore	NRM Belly Drum	PSY Rest
Poliwrath	168	Water/Fighting	108	118	93	113	92	FTG Dynamicpunch	WTR Hydro Pump	NRM Doubleslap	NRM Mind Reader
Ponyta	135	Fire	116	85	95	95	121	FIR Fire Blast	NRM Headbutt	STL Iron Tail	FIR Sunny Day
Porygon	152	Normal	93	102	117	107	72	NRM Tri Attack	ICE Blizzard	NRM Sharpen	NRM Conversion 2
Porygon2	163	Normal	103	113	128	118	82	NRM Swift	ELC Zap Cannon	DRK Thief	NRM Conversion
Primeape	146	Fighting	132	87	86	96	121	FTG Cross Chop	GRD Dig	??? Curse	NRM Focus Energy
Psyduck	140	Water	87	84	100	85	91	WTR Surf	GRD Dig	NRM Swagger	NRM Psych Up
Pupitar	155	Rock/Ground	115	100	95	100	82	RCK Rock Slide	GRD Dig	NRM Hyper Beam	NRM Screech
Quagsire	180	Water/Ground	116	115	95	95	66	WTR Surf	GRD Dig	NRM Slam	PSY Amnesia
Quilava	143	Fire	95	88	110	95	111	FIR Fire Blast	RCK Rollout	NRM Strength	NRM Smokescreen
Qwilfish	150	Water/Poison	126	105	85	85	116	PSN Sludge Bomb	WTR Hydro Pump	BUG Pin Missile	NRM Minimize
Raichu	141	Electric	117	82	116	106	126	ELC Thunder	NRM Quick Attack	ELC Thunder Wave	NRM Tail Whip
Raikou	160	Electric	100	90	130	115	130	ELC Spark	NRM Quick Attack	NRM Flash	NRM Roar
Rapidash	144	Fire	125	95	104	104	129	FIR Fire Spin	NRM Stomp	NRM Attract	PSN Toxic
Raticate	140	Normal	112	90	80	100	128	NRM Super Fang	NRM Hyper Fang	DRK Pursuit	NRM Scary Face
Rattata	122	Normal	93	73	62	72	109	NRM Super Fang	NRM Headbutt	GHO Shadow Ball	NRM Focus Energy
Remoraid	127	Water	102	73	102	72	102	WTR Surf	ICE Ice Beam	NRM Hyper Beam	NRM Lock-On

POKé CUP RENTAL POKéMON (continued)

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △		ATTACK ▷		ATTACK ▽		ATTACK ◁	
Rhydon	186	Ground/Rock	157	147	71	71	66	GRD	Dig	NRM	Stomp	ELC	Zap Cannon	NRM	Scary Face
Rhyhorn	170	Ground/Rock	120	131	65	65	61	GRD	Earthquake	RCK	Rollout	STL	Iron Tail	NRM	Scary Face
Sandshrew	140	Ground	110	121	55	65	76	GRD	Earthquake	NRM	Slash	BUG	Fury Cutter	RCK	Sandstorm
Sandslash	156	Ground	127	137	71	81	91	GRD	Earthquake	NRM	Fury Swipes	GRD	Sand-Attack	RCK	Sandstorm
Scizor	149	Bug/Steel	155	125	79	104	89	STL	Metal Claw	NRM	Cut	PSY	Agility	NRM	Leer
Scyther	149	Bug/Flying	135	105	79	104	129	FLY	Wing Attack	DRK	Pursuit	NRM	Swift	NRM	Focus Energy
Seadra	140	Water	96	125	125	75	116	WTR	Surf	DRA	Dragonbreath	NRM	Swift	NRM	Smokescreen
Seaking	163	Water	121	93	93	108	97	WTR	Waterfall	NRM	Flail	NRM	Horn Drill	NRM	Supersonic
Seel	155	Water	80	91	80	105	81	WTR	Surf	ICE	Ice Beam	NRM	Headbutt	NRM	Safeguard
Sentret	129	Normal	85	73	76	86	60	NRM	Headbutt	GHO	Shadow Ball	RCK	Rollout	NRM	Defense Curl
Shellder	120	Water	100	136	80	60	76	WTR	Surf	ICE	Ice Beam	NRM	Swift	NRM	Supersonic
Shuckle	105	Bug/Rock	41	260	40	260	36	PSN	Sludge Bomb	RCK	Rollout	NRM	Bide	RCK	Sandstorm
Skarmory	146	Steel/Flying	107	167	66	96	96	STL	Steel Wing	FLY	Fly	NRM	Fury Attack	PSY	Agility
Skiploom	145	Grass/Flying	80	86	80	100	116	GRS	Solarbeam	NRM	Headbutt	GRS	Synthesis	FIR	Sunny Day
Slowbro	178	Water/Psychic	104	138	128	108	59	WTR	Surf	PSY	Confusion	NRM	Disable	NRM	Growl
Slowking	176	Water/Psychic	102	107	126	136	56	PSY	Psychic	WTR	Water Gun	NRM	Disable	NRM	Growl
Slowpoke	180	Water/Psychic	100	101	75	75	51	WTR	Surf	PSY	Psychic	GRD	Earthquake	PSY	Amnesia
Slugma	134	Fire	79	79	111	81	60	FIR	Flamethrower	RCK	Rock Slide	NRM	Body Slam	PSY	Amnesia
Smeargle	149	Normal	59	74	61	86	115	NRM	Body Slam	FTG	Mach Punch	FIR	Flamethrower	GHO	Confuse Ray
Smoochum	135	Ice/Psychic	65	51	120	100	101	PSY	Psychic	ICE	Blizzard	NRM	Sing	NRM	Sweet Kiss
Sneasel	140	Dark/Ice	126	85	65	105	146	ICE	Ice Punch	DRK	Faint Attack	NRM	Headbutt	NRM	Screech
Snorlax	238	Normal	133	88	88	133	52	NRM	Headbutt	FIR	Fire Punch	NRM	Defense Curl	???	Curse
Snubbull	152	Normal	117	88	77	77	67	NRM	Strength	GHO	Shadow Ball	NRM	Charm	NRM	Swagger
Spearow	132	Normal/Flying	97	68	68	68	107	FLY	Drill Peck	NRM	Frustration	STL	Steel Wing	FLY	Mirror Move
Spinarak	134	Bug/Poison	99	79	81	81	70	PSN	Sludge Bomb	BUG	Leech Life	GRD	Dig	GHO	Night Shade
Squirtle	134	Water	83	101	85	99	79	WTR	Surf	DRK	Bite	ICE	Blizzard	WTR	Rain Dance
Stantler	154	Normal	122	89	111	91	111	NRM	Stomp	PSY	Dream Eater	GRD	Mud-Slap	PSY	Hypnosis
Starmie	138	Water/Psychic	98	108	123	108	137	WTR	Waterfall	ELC	Zap Cannon	NRM	Rapid Spin	NRM	Harden
Staryu	120	Water	80	91	105	90	121	PSY	Psychic	WTR	Hydro Pump	ELC	Thunder	NRM	Recover
Steelix	153	Steel/Ground	108	223	78	88	52	STL	Iron Tail	GRD	Mud-Slap	RCK	Rock Throw	RCK	Sandstorm
Sudowoodo	155	Rock	131	145	60	95	61	RCK	Rock Slide	GRD	Dig	NRM	Strength	NRM	Mimic
Suicune	170	Water	90	130	105	130	100	WTR	Bubblebeam	FLY	Gust	???	Curse	NRM	Roar
Sunflora	160	Grass	106	85	135	115	61	GRS	Razor Leaf	NRM	Hyper Beam	PSN	Toxic	NRM	Growth
Sunkern	124	Grass	69	69	71	71	70	GRS	Giga Drain	PSN	Sludge Bomb	NRM	Attract	NRM	Growth
Swinub	144	Ice/Ground	89	79	71	71	90	ICE	Blizzard	GRD	Earthquake	NRM	Strength	ICE	Mist
Tangela	150	Grass	86	145	130	70	91	GRS	Giga Drain	DRK	Thief	GRS	Sleep Powder	NRM	Growth
Tauros	156	Normal	127	122	66	96	136	NRM	Horn Attack	DRK	Pursuit	FTG	Rock Smash	NRM	Scary Face
Teddiursa	150	Normal	115	86	85	85	76	NRM	Slash	DRK	Faint Attack	GRD	Earthquake	NRM	Attract
Tentacool	130	Water/Poison	75	71	85	135	106	WTR	Surf	PSN	Sludge Bomb	ICE	Blizzard	NRM	Screech
Tentacruel	158	Water/Poison	93	88	103	143	122	WTR	Bubblebeam	PSN	Sludge Bomb	NRM	Wrap	PSY	Barrier
Togepi	129	Normal	59	104	81	106	60	NRM	Headbutt	NRM	Metronome	NRM	Attract	NRM	Sweet Kiss
Togetic	140	Normal/Flying	71	115	110	135	71	FLY	Fly	NRM	Double-Edge	NRM	Metronome	NRM	Charm
Totodile	140	Water	100	100	79	83	79	WTR	Surf	ICE	Blizzard	NRM	Slash	NRM	Screech
Typhlosion	156	Fire	107	101	132	108	122	FIR	Flame Wheel	NRM	Swift	FTG	Rock Smash	NRM	Smokescreen
Tyranitar	160	Rock/Dark	139	115	100	105	66	DRK	Bite	GRD	Mud-Slap	NRM	Leer	RCK	Sandstorm
Tyrogue	129	Fighting	74	74	76	76	75	FTG	Rock Smash	NRM	Strength	NRM	Double Team	NRM	Attract

POKé CUP RENTAL POKéMON (continued)

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △	ATTACK ▷	ATTACK ▽	ATTACK ◁
Umbreon	173	Dark	88	133	83	153	87	DRK Faint Attack	NRM Quick Attack	GRD Sand-Attack	NRM Mean Look
Unown	132	Psychic	107	82	107	83	82	NRM Hidden Power			
Ursaring	169	Normal	155	100	99	99	79	GRD Dig	FIR Fire Punch	NRM Snore	PSY Rest
Vaporeon	208	Water	88	83	133	118	87	WTR Waterfall	NRM Quick Attack	PSN Acid Armor	GRD Sand-Attack
Venomoth	153	Bug/Poison	94	89	118	103	118	PSN Sludge Bomb	PSY Psychic	BUG Leech Life	NRM Foresight
Venonat	150	Bug/Poison	90	86	75	90	81	PSN Sludge Bomb	PSY Psychic	NRM Supersonic	GRS Stun Spore
Venusaur	158	Grass/Poison	105	106	123	123	102	GRS Giga Drain	NRM Tackle	PSN Poisonpowder	NRM Growl
Victreebel	161	Grass/Poison	132	92	126	86	96	GRS Solarbeam	PSN Acid	GRS Sleep Powder	NRM Growth
Vileplume	156	Grass/Poison	107	112	126	116	76	GRS Petal Dance	PSN Acid	NRM Sweet Scent	PSN Poisonpowder
Voltorb	130	Electric	65	86	90	90	136	ELC Thunder	NRM Selfdestruct	PSY Mirror Coat	WTR Rain Dance
Vulpix	130	Fire	78	78	87	102	102	FIR Flamethrower	GRD Dig	GHO Confuse Ray	FIR Sunny Day
Wartortle	144	Water	94	110	95	110	89	WTR Waterfall	ICE Icy Wind	GRD Dig	NRM Rapid Spin
Weedle	134	Bug/Poison	74	69	61	61	90	PSN Poison Sting	BUG String Shot		
Weepinbell	152	Grass/Poison	123	82	117	77	87	GRS Razor Leaf	PSN Sludge Bomb	GRS Stun Spore	NRM Growth
Weezing	146	Poison	111	147	111	96	86	PSN Sludge	ELC Zap Cannon	NRM Selfdestruct	ICE Haze
Wigglytuff	225	Normal	101	75	105	80	76	NRM Double-Edge	FIR Fire Punch	NRM Disable	NRM Sing
Wobbuffet	275	Psychic	64	88	63	88	64	FTG Counter	PSY Mirror Coat	NRM Safeguard	GHO Destiny Bond
Wooper	149	Water/Ground	84	84	66	66	55	WTR Surf	GRD Earthquake	ICE Ice Punch	PSY Amnesia
Xatu	146	Psychic/Flying	102	97	121	96	121	FLY Fly	PSY Future Sight	GHO Night Shade	NRM Flash
Yanma	152	Bug/Flying	98	77	107	77	127	GRS Giga Drain	NRM Headbutt	NRM Swagger	NRM Double Team
Zapdos	155	Electric/Flying	99	95	135	100	109	ELC Thunder	FTG Rock Smash	NRM Flash	FTG Detect
Zubat	134	Poison/Flying	84	74	71	81	95	FLY Wing Attack	GRS Giga Drain	GHO Confuse Ray	PSN Toxic

PRIME CUP RENTAL POKéMON

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △	ATTACK ▷	ATTACK ▽	ATTACK ◁
Abra	231	Psychic	116	108	286	186	258	PSY Psychic	ICE Ice Punch	NRM Swagger	NRM Attract
Aerodactyl	309	Rock/Flying	254	174	164	194	302	RCK Ancientpower	DRK Bite	??? Curse	NRM Supersonic
Aipom	284	Normal	211	179	149	179	239	NRM Strength	NRM Double Team	NRM Baton Pass	PSY Agility
Alakazam	269	Psychic	156	146	324	224	294	PSY Psybeam	DRK Thief	PSY Future Sight	PSY Kinesis
Ampharos	335	Electric	202	202	280	230	160	ELC Zap Cannon	FTG Dynamicpunch	NRM Swift	NRM Flash
Arbok	287	Poison	234	200	192	220	224	PSN Sludge Bomb	DRK Bite	GRD Dig	NRM Glare
Arcanine	325	Fire	260	200	240	200	230	FIR Flame Wheel	NRM Extremespeed	NRM Leer	NRM Roar
Ariados	314	Bug/Poison	251	209	189	189	149	PSN Sludge Bomb	NRM Protect	PSN Toxic	BUG Spider Web
Articuno	320	Ice/Flying	205	235	225	285	205	ICE Blizzard	FLY Peck	PSY Agility	ICE Mist
Azumarill	367	Water	164	222	162	222	164	WTR Waterfall	ICE Icy Wind	NRM Defense Curl	WTR Rain Dance
Bayleef	287	Grass	188	222	188	222	184	GRS Razor Leaf	NRM Body Slam	NRM Safeguard	GRS Synthesis
Beedrill	304	Bug/Poison	231	149	159	229	219	BUG Twineedle	PSN Sludge Bomb	DRK Pursuit	NRM Focus Energy
Bellossom	309	Grass	216	226	234	254	154	GRS Petal Dance	NRM Cut	PSN Poisonpowder	NRM Attract
Bellsprout	281	Grass/Poison	226	148	216	136	158	GRS Giga Drain	PSN Sludge Bomb	PSN Toxic	NRM Growth
Blastoise	311	Water	214	248	218	258	202	WTR Hydro Pump	NRM Rapid Spin	GRD Mud-Slap	WTR Withdraw
Blissey	663	Normal	68	68	198	318	156	NRM Egg Bomb	ELC Thunder	NRM Defense Curl	NRM Flash
Bulbasaur	271	Grass/Poison	174	176	206	206	168	GRS Razor Leaf	NRM Headbutt	PSN Toxic	NRM Growth
Butterfree	294	Bug/Flying	161	169	229	229	209	FLY Gust	PSY Psychic	NRM Hyper Beam	GRS Stun Spore
Caterpie	284	Bug	149	159	133	133	181	NRM Tackle	BUG String Shot		
Chansey	659	Normal	66	66	124	264	154	NRM Egg Bomb	ICE Blizzard	PSY Dream Eater	NRM Sing
Charizard	309	Fire/Flying	216	204	266	218	246	FIR Fire Punch	FLY Wing Attack	NRM Growl	NRM Scary Face
Charmander	259	Fire	180	164	196	176	208	FIR Flamethrower	NRM Slash	DRA Dragonbreath	FIR Sunny Day
Charmeleon	283	Fire	192	178	222	192	224	FIR Fire Blast	NRM Strength	GRD Dig	NRM Smokescreen
Chikorita	271	Grass	174	208	174	206	168	GRS Giga Drain	NRM Body Slam	PSY Light Screen	PSN Toxic
Chinchou	331	Water/Electric	152	154	188	188	212	WTR Surf	ELC Thunder	WTR Rain Dance	GHO ConFuse Ray
Clefable	349	Normal	196	202	224	234	174	NRM Metronome	NRM Headbutt	ICE Ice Punch	NRM Encore
Clefairy	321	Normal	166	174	196	206	148	NRM Metronome	NRM Strength	PSY Psychic	NRM Moonlight
Cleffa	294	Normal	139	145	183	203	121	NRM Headbutt	PSY Psychic	NRM Encore	NRM Sweet Kiss
Cloyster	253	Water/Ice	238	408	218	138	186	WTR Clamp	ICE Aurora Beam	NRM Spike Cannon	WTR Withdraw
Corsola	284	Water/Rock	181	239	199	239	139	WTR Surf	RCK Ancientpower	PSY Mirror Coat	NRM Attract
Crobat	323	Poison/Flying	228	208	188	208	306	FLY Fly	DRK Bite	BUG Leech Life	NRM Supersonic
Croconaw	297	Water	224	222	180	188	180	WTR Hydro Pump	ICE Ice Punch	NRM Slash	NRM Scary Face
Cubone	281	Ground	176	268	156	176	148	GRD Bonemerang	NRM Headbutt	ICE Icy Wind	NRM Focus Energy
Cyndaquil	259	Fire	180	164	196	176	208	FIR Flamethrower	NRM Headbutt	GRD Dig	FIR Sunny Day
Delibird	271	Ice/Flying	186	168	206	166	228	NRM Present	ICE Blizzard	FLY Fly	NRM Double Team
Dewgong	339	Water/Ice	196	216	194	244	194	WTR Waterfall	ICE Aurora Beam	NRM Sleep Talk	PSY Rest
Diglett	208	Ground	193	135	153	173	273	GRD Earthquake	NRM Slash	GRD Fissure	GRD Sand-Attack
Ditto	277	Normal	172	174	172	172	174	NRM Transform			
Dodrio	279	Normal/Flying	276	196	174	174	254	FLY Fly	NRM Tri Attack	DRK Pursuit	NRM Growl
Doduo	251	Normal/Flying	246	168	146	146	228	FLY Drill Peck	NRM Tri Attack	STL Steel Wing	NRM Double Team

PRIME CUP RENTAL POKéMON (continued)

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △	ATTACK ▷	ATTACK ▽	ATTACK ◁
Donphan	335	Ground	292	292	170	170	150	GRD Earthquake	NRM Rapid Spin	RCK Sandstorm	NRM Growl
Dragonair	289	Dragon	232	192	202	202	204	DRA Outrage	NRM Slam	FIR Fire Blast	ELC Thunder Wave
Dragonite	325	Dragon/Flying	306	228	238	238	198	DRA Twister	FLY Wing Attack	DRA Dragon Rage	NRM Leer
Dratini	263	Dragon	204	168	176	176	178	DRA Outrage	NRM Headbutt	NRM Safeguard	ELC Thunder Wave
Drowzee	301	Psychic	172	168	162	256	162	PSY Psychic	NRM Headbutt	PSY Dream Eater	PSY Hypnosis
Dugtrio	237	Ground	224	162	162	202	304	GRD Magnitude	NRM Slash	NRM Attract	??? Curse
Dunsparce	367	Normal	204	202	192	192	154	NRM Strength	GRD Dig	NRM Attract	NRM Glare
Eevee	291	Normal	186	178	166	206	188	NRM Take Down	STL Iron Tail	GHO Shadow Ball	GRD Sand-Attack
Ekans	258	Poison	203	173	163	191	193	PSN Sludge Bomb	GRD Earthquake	NRM Strength	NRM Glare
Electabuzz	289	Electric	222	170	244	224	264	ELC Thunderpunch	NRM Swift	PSY Light Screen	NRM Leer
Electrode	279	Electric	156	196	214	214	334	ELC Thunder	NRM Swift	NRM Sonicboom	NRM Flash
Elekid	264	Electric	197	143	199	179	259	ELC Thunderbolt	NRM Headbutt	NRM Screech	PSY Light Screen
Entei	370	Fire	265	205	215	185	235	FIR Fire Blast	FTG Rock Smash	NRM Leer	NRM Roar
Espeon	283	Psychic	178	168	308	238	266	PSY Psybeam	NRM Swift	NRM Tail Whip	NRM Psych Up
Exeggcute	301	Grass/Psychic	156	238	196	166	158	PSY Psychic	GRS Giga Drain	GRS Stun Spore	GRS Leech Seed
Exeggutor	343	Grass/Psychic	238	218	298	178	156	NRM Egg Bomb	PSY Confusion	GHO Nightmare	GRS Sleep Powder
Farfetch'd	278	Normal/Flying	201	179	185	193	189	NRM Slash	FLY Fly	STL Steel Wing	NRM Swords Dance
Fearow	297	Normal/Flying	244	192	184	184	264	FLY Drill Peck	NRM Hyper Beam	DRK Pursuit	PSN Toxic
Feraligatr	323	Water	258	248	206	214	202	WTR Water Gun	GRD Dig	FTG Dynamicpunch	NRM Leer
Flaaffy	314	Electric	181	179	229	189	159	ELC Thunderpunch	FIR Fire Punch	GRS Cotton Spore	PSY Light Screen
Flareon	283	Fire	308	168	238	268	176	FIR Fire Blast	PSN Smog	NRM Quick Attack	NRM Tail Whip
Forretress	309	Bug/Steel	236	336	174	174	134	NRM Strength	RCK Rollout	RCK Sandstorm	GRD Spikes
Furret	337	Normal	216	190	152	172	244	NRM Strength	ICE Ice Punch	ELC Thunderpunch	PSY Amnesia
Gastly	241	Ghost/Poison	146	138	276	146	238	GHO Shadow Ball	PSY Psychic	??? Curse	GHO Confuse Ray
Gengar	275	Ghost/Poison	182	172	310	200	270	GHO Night Shade	DRK Thief	GHO Nightmare	PSY Hypnosis
Geodude	261	Rock/Ground	236	278	136	136	118	GRD Earthquake	RCK Rollout	NRM Explosion	NRM Defense Curl
Girafarig	299	Normal/Psychic	216	186	234	184	224	PSY Psybeam	NRM Stomp	DRK Crunch	PSY Agility
Gligar	297	Ground/Flying	214	272	132	192	234	NRM Slash	DRK Faint Attack	NRM Guillotine	GRD Sand-Attack
Gloom	294	Grass/Poison	201	209	239	219	149	GRS Solarbeam	PSN Sludge Bomb	GRS Sleep Powder	FIR Sunny Day
Golbat	309	Poison/Flying	216	196	184	204	234	FLY Wing Attack	DRK Bite	STL Steel Wing	ICE Haze
Goldeen	271	Water	210	198	146	176	204	WTR Surf	NRM Horn Attack	NRM Horn Drill	NRM Supersonic
Golduck	313	Water	212	204	238	208	216	WTR Hydro Pump	NRM Fury Swipes	PSY Confusion	NRM Psych Up
Golem	319	Rock/Ground	276	316	164	184	144	GRD Magnitude	RCK Rock Throw	FTG Rock Smash	NRM Harden
Granbull	343	Normal	300	208	178	178	150	NRM Headbutt	FTG Dynamicpunch	DRK Bite	NRM Scary Face
Graveler	284	Rock/Ground	261	299	159	159	139	GRD Earthquake	RCK Rollout	NRM Selfdestruct	RCK Sandstorm
Grimer	341	Poison	236	178	156	176	128	PSN Sludge Bomb	NRM Frustration	PSN Toxic	NRM Screech
Growlithe	284	Fire	211	159	209	169	189	FIR Flamethrower	GRD Dig	FIR Sunny Day	NRM Roar
Gyarados	343	Water/Flying	298	206	168	248	208	WTR Waterfall	DRA Dragon Rage	DRA Twister	NRM Leer
Haunter	257	Ghost/Poison	164	152	292	172	254	GHO Shadow Ball	GRS Giga Drain	GHO Spite	GHO Destiny Bond
Heracross	313	Bug/Fighting	298	198	128	238	216	BUG Megahorn	FTG Rock Smash	DRK Thief	NRM Leer
Hitmonchan	263	Fighting	270	216	128	278	212	FTG Mach Punch	NRM Strength	ICE Ice Punch	FTG Counter
Hitmonlee	263	Fighting	300	164	128	278	234	FTG Hi Jump Kick	NRM Mega Kick	FTG Reversal	PSY Meditate
Hitmontop	283	Fighting	270	268	148	298	220	FTG Triple Kick	NRM Strength	NRM Focus Energy	FTG Counter
Hoothoot	308	Normal/Flying	143	145	155	195	183	FLY Fly	NRM Swift	PSY Dream Eater	PSY Hypnosis
Hoppip	264	Grass/Flying	159	169	163	203	191	GRS Giga Drain	NRM Headbutt	GRS Leech Seed	GRS Sleep Powder
Horsea	248	Water	163	225	223	133	203	WTR Hydro Pump	ICE Blizzard	WTR Rain Dance	NRM Smokescreen

PRIME CUP RENTAL POKéMON (continued)

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △	ATTACK ▷	ATTACK ▽	ATTACK ◁
Houndoom	305	Dark/Fire	232	152	270	210	240	FIR Ember	DRK Bite	NRM Swift	NRM Roar
Houndour	271	Dark/Fire	196	138	236	176	208	FIR Flamethrower	DRK Crunch	PSN Sludge Bomb	FIR Sunny Day
Hypno	329	Psychic	202	196	200	284	188	PSY Confusion	PSY Dream Eater	NRM Psych Up	PSY Hypnosis
Igglybuff	374	Normal	149	119	173	133	121	NRM Headbutt	PSY Dream Eater	NRM Sing	NRM Sweet Kiss
Ivysaur	287	Grass/Poison	188	188	222	222	184	GRS Solarbeam	BUG Fury Cutter	GRS Leech Seed	FIR Sunny Day
Jigglypuff	418	Normal	173	125	173	133	123	NRM Body Slam	RCK Rollout	NRM Defense Curl	NRM Sing
Jolteon	283	Electric	178	168	268	238	306	ELC Zap Cannon	BUG Pin Missile	FTG Double Kick	GRD Sand-Attack
Jumpluff	313	Grass/Flying	170	198	168	228	280	GRS Mega Drain	NRM Headbutt	GRS Stun Spore	GRS Leech Seed
Jynx	289	Ice/Psychic	156	126	284	244	244	ICE Ice Punch	PSY Confusion	GHO Lick	NRM Mean Look
Kabuto	234	Rock/Water	231	249	179	159	179	RCK Rollout	GRS Giga Drain	ICE Blizzard	NRM Attract
Kabutops	279	Rock/Water	286	266	184	194	214	RCK Ancientpower	WTR Surf	NRM Leer	NRM Endure
Kadabra	247	Psychic	134	122	302	202	274	PSY Psychic	ELC Thunderpunch	PSY Reflect	PSY Kinesis
Kakuna	284	Bug/Poison	139	189	143	143	161	NRM Harden			
Kangaskhan	369	Normal	246	216	134	214	234	NRM Dizzy Punch	DRK Bite	WTR Surf	NRM Leer
Kingdra	303	Water/Dragon	238	238	238	238	216	WTR Waterfall	DRA Twister	NRM Frustration	NRM Leer
Kingler	269	Water	316	286	154	154	204	WTR Crabhammer	NRM Vicegrip	NRM Guillotine	NRM Leer
Koffing	261	Poison	206	268	196	166	148	PSN Sludge Bomb	FIR Fire Blast	NRM Explosion	PSN Toxic
Krabby	241	Water	286	258	126	126	178	WTR Crabhammer	NRM Strength	ICE Blizzard	NRM Guillotine
Lanturn	409	Water/Electric	172	172	206	206	188	WTR Hydro Pump	ELC Spark	NRM Flail	NRM Supersonic
Lapras	413	Water/Ice	218	208	218	238	166	WTR Whirlpool	ICE Icy Wind	NRM Perish Song	ICE Mist
Larvitar	288	Rock/Ground	211	185	173	183	165	RCK Rock Slide	GRD Earthquake	NRM Hyper Beam	NRM Swagger
Ledian	284	Bug/Flying	141	169	179	289	239	GRS Giga Drain	GRD Dig	NRM Hyper Beam	NRM Supersonic
Ledyba	268	Bug/Flying	123	145	163	243	193	NRM Double-Edge	ICE Ice Punch	PSY Reflect	NRM Safeguard
Lickitung	354	Normal	181	219	189	219	129	NRM Hyper Beam	GHO Shadow Ball	WTR Surf	NRM Supersonic
Machamp	337	Fighting	312	212	182	222	160	FTG Submission	FIR Fire Punch	ELC Thunderpunch	NRM Scary Face
Machoke	327	Fighting	264	202	162	182	154	FTG Vital Throw	NRM Strength	GRD Dig	NRM Foresight
Machop	321	Fighting	236	178	146	146	148	FTG Cross Chop	FTG Seismic Toss	GRD Earthquake	NRM Double Team
Magby	264	Fire	221	143	209	179	235	FIR Flamethrower	STL Iron Tail	GHO Confuse Ray	FIR Sunny Day
Magcargo	267	Fire/Rock	164	302	222	222	124	FIR Fire Blast	RCK Rock Slide	PSN Smog	PSY Amnesia
Magikarp	234	Water	109	199	123	133	251	NRM Tackle	NRM Flail	NRM Splash	
Magmar	289	Fire	246	170	254	224	240	FIR Fire Punch	PSN Smog	NRM Smokescreen	GHO Confuse Ray
Magnemite	231	Electric/Steel	146	218	266	186	168	ELC Thunder	NRM Frustration	NRM Supersonic	ELC Thunder Wave
Magneton	259	Electric/Steel	176	246	294	194	194	ELC Thunder	NRM Swift	NRM Flash	ELC Thunder Wave
Mankey	261	Fighting	263	148	146	166	218	FTG Cross Chop	NRM Strength	NRM Double Team	NRM Screech
Mantine	289	Water/Fighting	136	196	214	334	194	FLY Wing Attack	WTR Waterfall	NRM Take Down	NRM Supersonic
Mareep	298	Electric	163	165	213	173	153	ELC Thunder	NRM Headbutt	PSY Light screen	ELC Thunder Wave
Marill	334	Water	129	189	133	193	171	WTR Surf	RCK Rollout	NRM Defense Curl	NRM Swagger
Marowak	287	Ground	224	282	162	222	154	GRD Bone Rush	NRM Thrash	ELC Thunderpunch	NRM Focus Energy
Meganium	313	Grass	212	248	214	248	206	GRS Solarbeam	NRM Strength	PSN Poisonpowder	PSY Reflect
Meowth	268	Normal	173	155	163	163	263	NRM Slash	DRK Faint Attack	GHO Shadow Ball	NRM Screech
Metapod	294	Bug	129	199	143	143	151	NRM Harden			
Miltank	349	Normal	216	266	134	194	254	NRM Stomp	ICE Ice Punch	NRM Heal Bell	NRM Bide
Misdreavus	287	Ghost	184	182	232	232	234	GHO Shadow Ball	ELC Thunder	PSY Psywave	NRM Pain Split
Moltres	320	Fire/Flying	235	215	285	205	215	FIR Fire Blast	FLY Sky Attack	NRM Roar	NRM Endure
Mr. Mime	239	Psychic	146	186	254	294	234	PSY Psybeam	PSY Barrier	NRM Baton Pass	NRM Substitute
Muk	365	Poison	262	202	180	250	150	PSN Sludge	FTG Dynamicpunch	NRM Disable	PSN Acid Armor

PRIME CUP RENTAL POKéMON (continued)

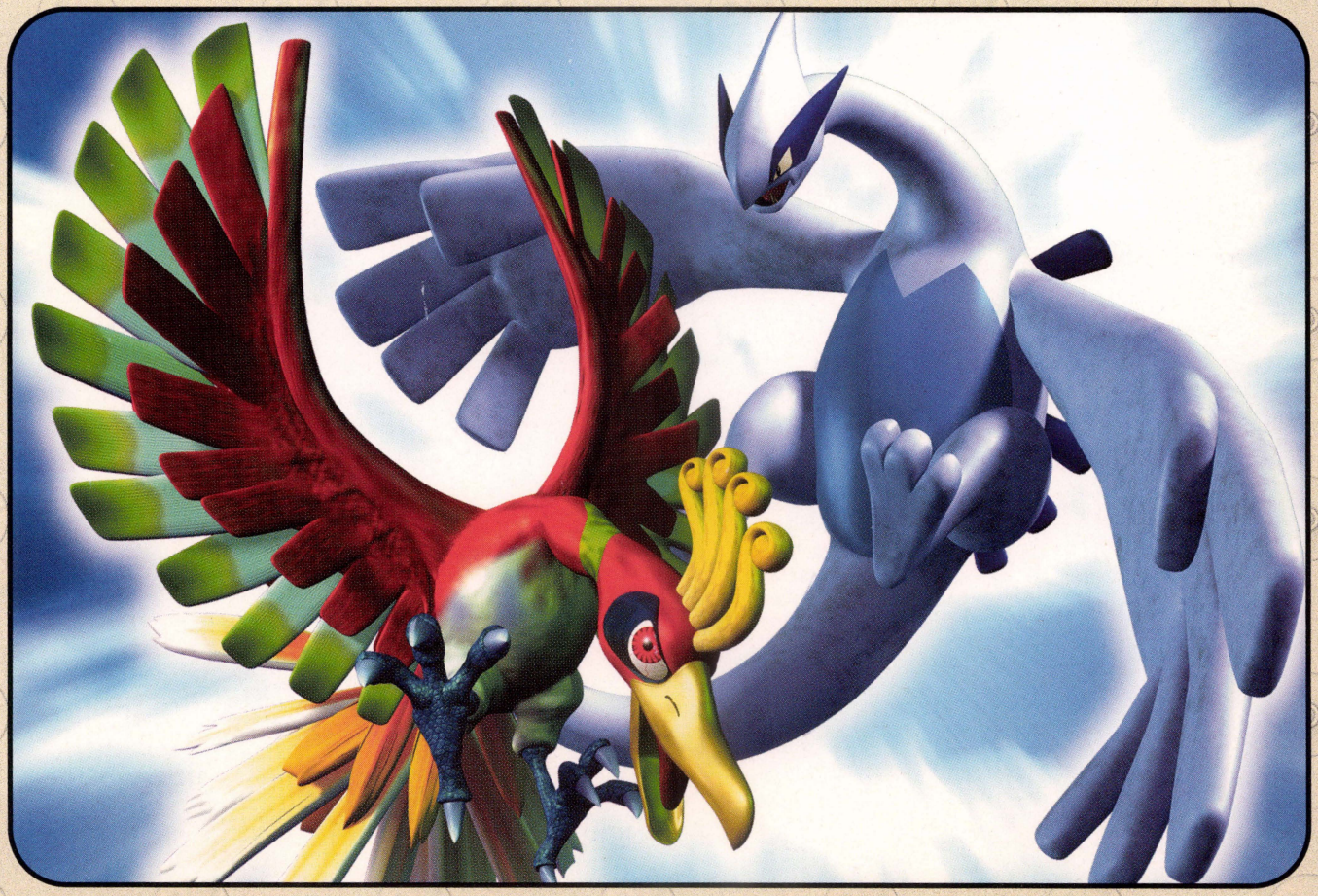
NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △	ATTACK ▷	ATTACK ▽	ATTACK ◁
Murkrow	287	Dark/Flying	234	146	232	146	246	DRK Faint Attack	FLY Fly	GHO Night Shade	ICE Haze
Natu	161	Psychic/Flying	176	168	216	166	218	PSY Psychic	PSY Future Sight	GHO Night Shade	GHO Confuse Ray
Nidoking	321	Poison/Ground	240	210	224	204	224	NRM Horn Attack	GRD Mud-Slap	ELC Thunder	NRM Horn Drill
Nidoqueen	339	Poison/Ground	220	230	204	224	206	NRM Body Slam	GRD Mud-Slap	ICE Ice Punch	PSN Toxic
Nidoran ♀	298	Poison	177	189	163	163	165	NRM Headbutt	STL Iron Tail	ICE Blizzard	PSN Toxic
Nidoran ♂	280	Poison	197	165	163	163	183	NRM Headbutt	STL Iron Tail	ELC Thunder	NRM Horn Drill
Nidorina	314	Poison	195	203	179	179	181	NRM Strength	DRK Bite	ICE Blizzard	PSN Toxic
Nidorino	296	Poison	215	183	179	179	199	NRM Strength	FTG Double Kick	ELC Thunder	NRM Horn Drill
Ninetales	299	Fire	200	198	210	248	246	FIR Fire Blast	NRM Quick Attack	NRM Roar	NRM Safeguard
Noctowl	367	Normal/Flying	164	162	214	254	204	FLY Fly	NRM Take Down	PSY Confusion	NRM Foresight
Octillery	309	Water	266	206	264	204	144	WTR Octazooka	NRM Hyper Beam	NRM Focus Energy	NRM Lock-On
Oddish	271	Grass/Poison	176	188	226	206	138	GRS Giga Drain	PSN Sludge Bomb	NRM Moonlight	GRS Stun Spore
Omanyte	244	Rock/Water	151	269	249	179	139	WTR Surf	RCK Ancientpower	ICE Blizzard	NRM Protect
Omastar	299	Rock/Water	176	306	284	194	164	WTR Water Gun	RCK Ancientpower	NRM Spike Cannon	DRK Bite
Onix	244	Rock/Ground	161	389	129	159	209	GRD Earthquake	RCK Rock Throw	NRM Strength	RCK Sandstorm
Paras	258	Bug/Grass	223	195	173	193	133	GRS Giga Drain	NRM Slash	GRS Spore	NRM Growth
Parasect	287	Bug/Grass	254	222	182	222	124	GRS Giga Drain	NRM Slash	BUG Fury Cutter	GRS Spore
Persian	297	Normal	204	182	192	192	294	NRM Headbutt	DRK Bite	NRM Roar	NRM Growl
Phanpy	361	Ground	196	198	156	156	158	GRD Earthquake	NRM Double-Edge	NRM Double Team	NRM Swagger
Pichu	234	Electric	169	119	163	163	211	ELC Thunder	NRM Headbutt	NRM Attract	NRM Sweet Kiss
Pidgeot	325	Normal/Flying	216	206	194	194	236	FLY Fly	NRM Swift	STL Steel Wing	NRM Whirlwind
Pidgeotto	307	Normal/Flying	196	188	176	176	220	FLY Fly	NRM Frustration	STL Steel Wing	FLY Mirror Move
Pidgey	268	Normal/Flying	173	165	153	153	195	FLY Fly	NRM Return	STL Steel Wing	GRD Sand-Attack
Pikachu	251	Electric	186	138	176	156	258	ELC Thunderbolt	NRM Headbutt	STL Iron Tail	ELC Thunder Wave
Piloswine	363	Ice/Ground	260	218	178	178	160	ICE Icy Wind	GRD Earthquake	NRM Fury Attack	ICE Mist
Pineco	288	Bug	213	265	153	153	113	NRM Double-Edge	GRS Giga Drain	NRM Explosion	GRD Spikes
Pinsir	285	Bug	302	252	160	190	220	BUG Fury Cutter	NRM Vicegrip	FTG Submission	NRM Focus Energy
Politoed	335	Water	202	202	230	250	190	WTR Whirlpool	ICE Icy Wind	NRM Perish Song	NRM Swagger
Poliwag	261	Water	176	158	156	156	258	WTR Hydro Pump	NRM Body Slam	PSY Hypnosis	WTR Rain Dance
Poliwhirl	304	Water	201	199	169	169	249	WTR Surf	NRM Snore	NRM Belly Drum	PSY Rest
Poliwrath	333	Water/Fighting	218	238	188	228	186	FTG Dynamicpunch	WTR Hydro Pump	NRM Doubleslap	NRM Mind Reader
Ponyta	267	Fire	234	172	192	192	244	FIR Fire Blast	NRM Headbutt	STL Iron Tail	FIR Sunny Day
Porygon	304	Normal	191	209	239	219	149	NRM Tri Attack	ICE Blizzard	NRM Sharpen	NRM Conversion 2
Porygon2	323	Normal	208	228	258	238	166	NRM Swift	ELC Zap Cannon	DRK Thief	NRM Conversion
Primeape	289	Fighting	266	176	174	194	244	FTG Cross Chop	NRM Thrash	??? Curse	NRM Focus Energy
Psyduck	281	Water	180	174	206	176	188	WTR Surf	GRD Dig	NRM Swagger	NRM Psych Up
Pupitar	307	Rock/Ground	232	202	192	202	166	RCK Rock Slide	GRD Dig	NRM Hyper Beam	NRM Screech
Quagsire	357	Water/Ground	234	232	192	192	134	WTR Surf	GRD Dig	NRM Slam	ICE Haze
Quilava	283	Fire	192	178	222	192	224	FIR Fire Blast	RCK Rollout	NRM Strength	NRM Smokescreen
Qwilfish	297	Water/Poison	254	212	172	172	234	PSN Sludge Bomb	WTR Hydro Pump	BUG Pin Missile	NRM Minimize
Raichu	279	Electric	236	166	234	214	254	ELC Thunder	NRM Quick Attack	ELC Thunder Wave	NRM Tail Whip
Raikou	323	Electric	208	188	268	238	268	ELC Spark	NRM Quick Attack	NRM Flash	NRM Roar
Rapidash	285	Fire	252	192	210	210	260	FIR Fire Spin	NRM Stomp	NRM Attract	PSN Toxic
Raticate	277	Normal	226	182	162	202	258	NRM Super Fang	NRM Hyper Fang	DRK Pursuit	NRM Scary Face
Rattata	248	Normal	195	155	133	153	227	NRM Super Fang	NRM Headbutt	GHO Shadow Ball	NRM Focus Energy
Remoraid	258	Water	213	155	213	153	213	WTR Surf	ICE Ice Beam	NRM Hyper Beam	NRM Lock-On

PRIME CUP RENTAL POKéMON (continued)

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △	ATTACK ▷	ATTACK ▽	ATTACK ◁
Rhydon	369	Ground/Rock	316	296	144	144	134	GRD Dig	NRM Stomp	ELC Thunder Wave	NRM Scary Face
Rhyhorn	341	Ground/Rock	246	268	136	136	128	GRD Earthquake	RCK Rollout	STL Iron Tail	NRM Scary Face
Sandshrew	281	Ground	226	248	116	136	158	GRD Earthquake	NRM Slash	BUG Fury Cutter	RCK Sandstorm
Sandslash	309	Ground	256	276	144	164	184	GRD Earthquake	NRM Fury Swipes	GRD Sand-Attack	RCK Sandstorm
Scizor	295	Bug/Steel	312	252	160	210	180	STL Metal Claw	NRM Cut	PSY Agility	NRM Leer
Scyther	295	Bug/Flying	272	212	160	210	260	FLY Wing Attack	DRK Pursuit	NRM Swift	NRM Focus Energy
Seadra	277	Water	194	252	252	152	234	WTR Surf	DRA Dragonbreath	NRM Swift	NRM Smokescreen
Seaking	323	Water	244	188	188	218	196	WTR Waterfall	NRM Flail	NRM Horn Drill	NRM Supersonic
Seel	311	Water	166	188	166	216	168	WTR Surf	ICE Ice Beam	NRM Headbutt	NRM Safeguard
Sentret	264	Normal	181	157	163	183	131	NRM Headbutt	GHO Shadow Ball	RCK Rollout	NRM Defense Curl
Shellder	241	Water	206	278	166	126	158	WTR Surf	ICE Ice Beam	NRM Swift	NRM Supersonic
Shuckle	207	Bug/Rock	84	522	82	522	74	PSN Sludge Bomb	RCK Rollout	NRM Bide	RCK Sandstorm
Skarmory	289	Steel/Flying	216	336	134	194	194	STL Steel Wing	FLY Fly	NRM Fury Attack	PSY Agility
Skiploom	291	Grass/Flying	166	178	166	206	238	GRS Solarbeam	NRM Headbutt	GRS Synthesis	FIR Sunny Day
Slowbro	353	Water/Psychic	210	278	258	218	120	WTR Surf	PSY Confusion	NRM Disable	NRM Growl
Slowking	349	Water/Psychic	206	216	254	274	114	PSY Psychic	WTR Water Gun	NRM Disable	NRM Growl
Slowpoke	361	Water/Psychic	206	208	156	156	108	WTR Surf	PSY Psychic	GRD Earthquake	PSY Amnesia
Slugma	274	Fire	169	169	233	173	131	FIR Flamethrower	RCK Rock Slide	NRM Body Slam	PSY Amnesia
Smeargle	304	Normal	129	159	133	183	241	NRM Body Slam	FTG Mach Punch	FIR Flamethrower	GHO Confuse Ray
Smoochum	271	Ice/Psychic	136	108	246	206	208	PSY Psychic	ICE Blizzard	NRM Sing	NRM Sweet Kiss
Sneasel	277	Dark/Ice	254	172	132	212	294	ICE Ice Punch	DRK Beat Up	NRM Slash	NRM Screech
Snorlax	473	Normal	268	178	178	268	106	NRM Headbutt	FIR Fire Punch	NRM Defense Curl	??? Curse
Snubbull	308	Normal	243	185	163	163	143	NRM Strength	GHO Shadow Ball	NRM Charm	NRM Swagger
Spearow	268	Normal/Flying	203	145	145	145	223	FLY Drill Peck	NRM Frustration	STL Steel Wing	FLY Mirror Move
Spinarak	274	Bug/Poison	209	169	173	173	151	PSN Sludge Bomb	BUG Leech Life	GRD Dig	GHO Night Shade
Squirtle	269	Water	172	208	176	204	164	WTR Surf	DRK Bite	ICE Blizzard	WTR Rain Dance
Stantler	305	Normal	246	180	224	184	224	NRM Stomp	PSY Dream Eater	GRD Mud-Slap	PSY Hypnosis
Starmie	273	Water/Psychic	198	218	248	218	276	WTR Waterfall	ELC Zap Cannon	NRM Rapid Spin	NRM Harden
Staryu	241	Water	166	188	216	186	248	PSY Psychic	WTR Hydro Pump	ELC Thunder	NRM Recover
Steelix	303	Steel/Ground	218	448	158	178	106	STL Iron Tail	GRD Mud-Slap	RCK Rock Throw	RCK Sandstorm
Sudowoodo	307	Rock	264	292	122	192	124	RCK Rock Slide	GRD Dig	NRM Strength	NRM Mimic
Suicune	343	Water	188	268	218	268	206	WTR Bubblebeam	FLY Gust	ICE Mist	NRM Roar
Sunflora	317	Grass	214	172	272	232	124	GRS Razor Leaf	NRM Hyper Beam	PSN Toxic	NRM Growth
Sunkern	254	Grass	149	149	153	153	151	GRS Giga Drain	PSN Sludge Bomb	NRM Attract	NRM Growth
Swinub	294	Ice/Ground	189	169	153	153	191	ICE Blizzard	GRD Earthquake	NRM Strength	ICE Mist
Tangela	297	Grass	174	292	262	142	184	GRS Giga Drain	DRK Thief	GRS Sleep Powder	NRM Growth
Tauros	309	Normal	256	246	134	194	274	NRM Take Down	DRK Pursuit	FTG Rock Smash	NRM Scary Face
Teddiursa	301	Normal	236	178	176	176	158	NRM Slash	DRK Faint Attack	GRD Earthquake	NRM Attract
Tentacool	261	Water/Poison	156	148	176	276	218	WTR Surf	PSN Sludge Bomb	ICE Blizzard	NRM Screech
Tentacruel	313	Water/Poison	188	178	208	288	246	WTR Bubblebeam	PSN Sludge Bomb	NRM Wrap	PSY Barrier
Togepi	264	Normal	129	219	173	223	131	NRM Headbutt	NRM Metronome	NRM Attract	NRM Sweet Kiss
Togetic	277	Normal/Flying	144	232	222	272	144	FLY Fly	NRM Double-Edge	NRM Metronome	NRM Charm
Totodile	281	Water	206	206	164	172	164	WTR Surf	ICE Blizzard	NRM Slash	NRM Screech
Typhlosion	309	Fire	216	204	266	218	246	FIR Flame Wheel	NRM Swift	FTG Rock Smash	NRM Smokescreen
Tyranitar	343	Rock/Dark	306	258	228	238	160	DRK Bite	GRD Mud-Slap	NRM Leer	RCK Sandstorm
Tyrogue	264	Fighting	159	159	163	163	161	FTG Rock Smash	NRM Strength	NRM Double Team	NRM Attract

PRIME CUP RENTAL POKéMON (continued)

NAME	HP	TYPE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	ATTACK △	ATTACK ▷	ATTACK ▽	ATTACK ◁
Umbreon	343	Dark	178	268	168	308	176	DRK Faint Attack	NRM Quick Attack	GRD Sand-Attack	NRM Mean Look
Unown	275	Psychic	230	180	230	182	180	NRM Hidden Power			
Ursaring	335	Normal	312	202	200	200	160	GRD Dig	FIR Fire Punch	NRM Snore	PSY Rest
Vaporeon	413	Water	178	168	268	238	176	WTR Waterfall	NRM Quick Attack	PSN Acid Armor	GRD Sand-Attack
Venomoth	303	Bug/Poison	190	180	238	208	238	PSN Sludge Bomb	PSY Psychic	BUG Leech Life	NRM Foresight
Venonat	301	Bug/Poison	186	178	156	186	168	PSN Sludge Bomb	PSY Psychic	NRM Supersonic	GRS Stun Spore
Venusaur	313	Grass/Poison	212	214	248	248	206	GRS Giga Drain	NRM Tackle	GRS Poisonpowder	NRM Growl
Victreebel	319	Grass/Poison	266	186	254	174	194	GRS Solarbeam	PSN Acid	GRS Sleep Powder	NRM Growth
Vileplume	309	Grass/Poison	216	226	254	234	154	GRS Petal Dance	PSN Acid	NRM Sweet Scent	PSN Poisonpowder
Voltorb	261	Electric	136	178	186	186	278	ELC Thunder	NRM Selfdestruct	PSY Mirror Coat	WTR Rain Dance
Vulpix	264	Fire	165	165	183	213	213	FIR Flamethrower	GRD Dig	GHO Confuse Ray	FIR Sunny Day
Wartortle	285	Water	190	222	192	222	180	WTR Waterfall	ICE Icy Wind	GRD Dig	NRM Rapid Spin
Weedle	274	Bug/Poison	159	149	133	133	191	PSN Poison Sting	BUG String Shot		
Weepinbell	304	Grass/Poison	251	169	239	159	179	GRS Razor Leaf	PSN Sludge Bomb	GRS Stun Spore	NRM Growth
Weezing	289	Poison	236	296	224	194	174	PSN Sludge	ELC Zap Cannon	NRM Selfdestruct	ICE Haze
Wigglytuff	447	Normal	204	152	212	162	154	NRM Double-Edge	FIR Fire Punch	NRM Disable	NRM Sing
Wobbuffet	547	Psychic	130	178	128	178	130	FTG Counter	PSY Mirror Coat	NRM Safeguard	GHO Destiny Bond
Wooper	304	Water/Ground	179	179	143	143	121	WTR Surf	GRD Earthquake	ICE Ice Punch	PSY Amnesia
Xatu	289	Psychic/Flying	206	196	244	194	244	FLY Fly	PSY Future Sight	GHO Night Shade	NRM Flash
Yanma	304	Bug/Flying	201	159	219	159	259	GRS Giga Drain	NRM Headbutt	NRM Swagger	NRM Double Team
Zapdos	320	Electric/Flying	215	205	285	215	235	ELC Thunder	FTG Rock Smash	NRM Flash	FTG Detect
Zubat	274	Poison/Flying	179	159	153	173	201	FLY Wing Attack	GRS Giga Drain	GHO Confuse Ray	PSN Toxic



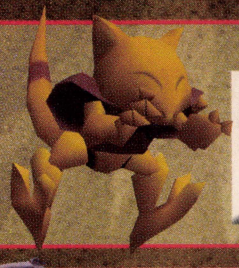
COMPLETE GOLD & SILVER POKéDEX

THIS IS THE PLACE...

...to find all the information you need about your favorite Pokémon, and those you're trying to defeat.

The stats here represent the typical strengths of these Pokémon at level 100. There is a great deal of variation between different Pokémon of the same name, so your results may differ. To get an accurate baseline, we caught several of each Pokémon and averaged their stats out.

The TMs and HMs that each Pokémon can learn are listed. To get more information about what these moves do and where to get the TMs, see page 120.



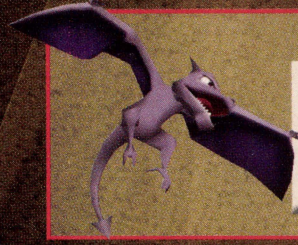
ABRA

HP:	100
ATTACK:	60
DEFENSE:	50
SP. ATK:	240
SP. DEF:	140
SPEED:	210

Number: **063**
Type: **Psychic**

EVOLUTIONS:
Abra > Kadabra > Alakazam

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM41 - Thunderpunch
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM50 - Nightmare
HM05 - Flash



AERODACTYL

HP:	240
ATTACK:	220
DEFENSE:	160
SP. ATK:	130
SP. DEF:	160
SPEED:	290

Number: **142**
Type: **Rock/Flying**

EVOLUTIONS:
None

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM26 - Earthquake
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM47 - Steel Wing
HM02 - Fly

AIPOM

Number: **190**
Type: **Normal**

EVOLUTIONS:
None

HP: 240
ATTACK: 160
DEFENSE: 190
SP. ATK: 100
SP. DEF: 120
SPEED: 180

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM41 - Thunderpunch
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM49 - Fury Cutter
TM50 - Nightmare
HM01 - Cut
HM04 - Strength

ALAKAZAM

Number: **065**
Type: **Psychic**

EVOLUTIONS:
Abra > Kadabra > Alakazam

HP: 240
ATTACK: 120
DEFENSE: 100
SP. ATK: 280
SP. DEF: 180
SPEED: 270

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM28 - Dig
TM29 - Psychic
TM30 - Shadow Ball
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM41 - Thunderpunch
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM50 - Nightmare
HM05 - Flash

AMPHAROS

Number: **181**
Type: **Electric**

EVOLUTIONS:
Mareep > Flaaffy > Ampharos

HP: 300
ATTACK: 160
DEFENSE: 160
SP. ATK: 250
SP. DEF: 200
SPEED: 130

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
HM04 - Strength
HM05 - Flash

ARBOK

Number: **024**
Type: **Poison**

EVOLUTIONS:
Ekans > Arbok

HP: 250
ATTACK: 200
DEFENSE: 160
SP. ATK: 140
SP. DEF: 170
SPEED: 180

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM04 - Strength

ARCANINE

Number: **059**
Type: **Fire**

EVOLUTIONS:
Growlithe > Arcanine

HP: 300
ATTACK: 240
DEFENSE: 180
SP. ATK: 210
SP. DEF: 170
SPEED: 210

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM27 - Return
TM28 - Dig
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM44 - Rest
TM45 - Attract

ARIADOS

Number: **168**
Type: **Bug/Poison**

EVOLUTIONS:
Spinarak > Ariados

HP: 220
ATTACK: 200
DEFENSE: 160
SP. ATK: 140
SP. DEF: 140
SPEED: 100

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM28 - Dig
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM05 - Flash

ARTICUNO

Number: **144**
Type: **Ice/Flying**

EVOLUTIONS:
None

HP: 320
ATTACK: 180
DEFENSE: 220
SP. ATK: 220
SP. DEF: 280
SPEED: 200

MACHINES:
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM47 - Steel Wing
HM02 - Fly

AZUMARILL

Number: **184**
Type: **Water**

EVOLUTIONS:
Marill > Azumarill

HP: 330
ATTACK: 120
DEFENSE: 170
SP. ATK: 120
SP. DEF: 180
SPEED: 120

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool
HM07 - Waterfall

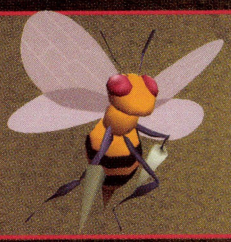
BAYLEEF

HP:	100
ATTACK:	60
DEFENSE:	50
SP. ATK:	240
SP. DEF:	140
SPEED:	210

Number: **153**
Type: **Grass**

EVOLUTIONS:
Chikorita > Bayleef > Meganium

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength
HM05 - Flash



BEEDRILL

HP:	260
ATTACK:	190
DEFENSE:	110
SP. ATK:	100
SP. DEF:	170
SPEED:	180

Number: **015**
Type: **Bug/Poison**

EVOLUTIONS:
Weedle > Kakuna > Beedrill

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM39 - Swift
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
HM01 - Cut

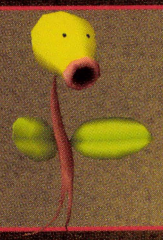
BELLOSSOM

HP:	280
ATTACK:	190
DEFENSE:	200
SP. ATK:	190
SP. DEF:	210
SPEED:	120

Number: **182**
Type: **Grass**

EVOLUTIONS:
Oddish > Gloom •Vileplume •Bellosom

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM05 - Flash



BELLSPROUT

HP:	240
ATTACK:	170
DEFENSE:	90
SP. ATK:	160
SP. DEF:	80
SPEED:	110

Number: **069**
Type: **Grass/Poison**

EVOLUTIONS:
Bellsprout > Weepinbell > Victreebel

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM05 - Flash

BLASTOISE

HP:	290
ATTACK:	180
DEFENSE:	210
SP. ATK:	190
SP. DEF:	220
SPEED:	180

Number: **009**
Type: **Water**

EVOLUTIONS:
Squirtle > Wartortle > Blastoise

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool
HM07 - Waterfall

BLISSEY

HP:	630
ATTACK:	50
DEFENSE:	40
SP. ATK:	170
SP. DEF:	300
SPEED:	140

Number: **242**
Type: **Normal**

EVOLUTIONS:
Chansey > Blissey

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM40 - Defense Curl
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
HM04 - Strength
HM05 - Flash

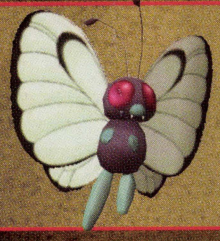
BULBASAUR

HP:	230
ATTACK:	130
DEFENSE:	130
SP. ATK:	170
SP. DEF:	170
SPEED:	130

Number: **001**
Type: **Grass/Poison**

EVOLUTIONS:
Bulbasaur > Ivysaur > Venusaur

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
HM01 - Cut
HM05 - Flash



BUTTERFREE

HP:	260
ATTACK:	100
DEFENSE:	110
SP. ATK:	200
SP. DEF:	200
SPEED:	170

Number: **012**
Type: **Bug/Flying**

EVOLUTIONS:
Caterpie > Metapod > Butterfree

MACHINES:
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
TM50 - Nightmare
HM05 - Flash

MACHINES:
[None]

CATERPIE

Number: **010**
Type: **Bug**

EVOLUTIONS:
Caterpie > Metapod > Butterfree

HP:	230
ATTACK:	80
DEFENSE:	100
SP. ATK:	50
SP. DEF:	50
SPEED:	110

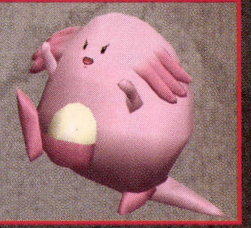
MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM40 - Defense Curl
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
HM04 - Strength
HM05 - Flash

CHANSEY

Number: **113**
Type: **Normal**

EVOLUTIONS:
Chansey > Blissey

HP:	630
ATTACK:	20
DEFENSE:	20
SP. ATK:	80
SP. DEF:	220
SPEED:	135



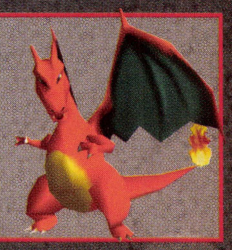
MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

CHARIZARD

Number: **006**
Type: **Fire/Flying**

EVOLUTIONS:
Charmander > Charmeleon > Charizard

HP:	280
ATTACK:	180
DEFENSE:	170
SP. ATK:	210
SP. DEF:	170
SPEED:	210



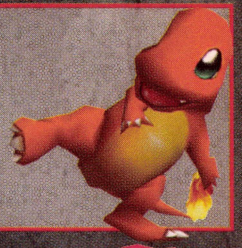
MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM47 - Steel Wing
TM48 - Fire Punch
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

CHARMANDER

Number: **004**
Type: **Fire**

EVOLUTIONS:
Charmander > Charmeleon > Charizard

HP:	200
ATTACK:	120
DEFENSE:	110
SP. ATK:	130
SP. DEF:	110
SPEED:	140



MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

CHARMELEON

Number: **005**
Type: **Fire**

EVOLUTIONS:
Charmander > Charmeleon > Charizard

HP:	240
ATTACK:	140
DEFENSE:	130
SP. ATK:	120
SP. DEF:	140
SPEED:	180

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM05 - Flash

CHIKORITA

Number: **152**
Type: **Grass**

EVOLUTIONS:
Chikorita > Bayleef > Meganium

HP:	220
ATTACK:	130
DEFENSE:	150
SP. ATK:	110
SP. DEF:	140
SPEED:	110

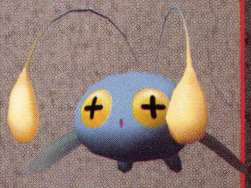
MACHINES:
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM05 - Flash
HM06 - Whirlpool
HM07 - Waterfall

CHINCHOU

Number: **170**
Type: **Water/Electric**

EVOLUTIONS:
Chinchou > Lanturn

HP:	380
ATTACK:	140
DEFENSE:	140
SP. ATK:	160
SP. DEF:	160
SPEED:	150



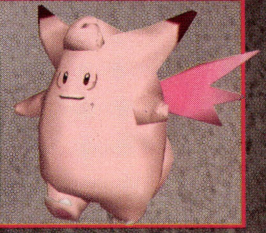
MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM40 - Defense Curl
TM41 - Thunderpunch
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
TM50 - Nightmare
HM04 - Strength
HM05 - Flash

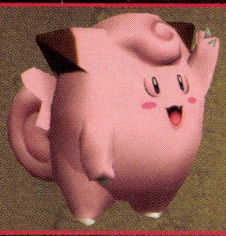
CLEFABLE

Number: **036**
Type: **Normal**

EVOLUTIONS:
Cleffa > Clefairy > Clefable

HP:	300
ATTACK:	170
DEFENSE:	170
SP. ATK:	200
SP. DEF:	210
SPEED:	150





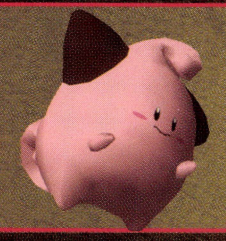
CLEFAIRY

HP: 270
ATTACK: 120
DEFENSE: 130
SP. ATK: 150
SP. DEF: 160
SPEED: 80

Number: **035**
Type: **Normal**

EVOLUTIONS:
Cleffa > Clefairy > Clefable

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM40 - Defense Curl
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM50 - Nightmare
HM05 - Flash



CLEFFA

HP: 230
ATTACK: 70
DEFENSE: 70
SP. ATK: 110
SP. DEF: 130
SPEED: 50

Number: **173**
Type: **Normal**

EVOLUTIONS:
Cleffa > Clefairy > Clefable

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM40 - Defense Curl
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM05 - Flash

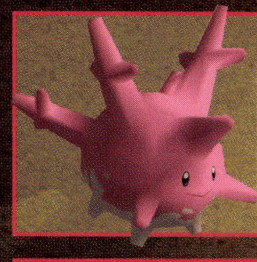
CLOYSTER

HP: 230
ATTACK: 200
DEFENSE: 400
SP. ATK: 200
SP. DEF: 120
SPEED: 150

Number: **091**
Type: **Water/Ice**

EVOLUTIONS:
Shellder > Cloyster

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM06 - Whirlpool



CORSOLA

HP: 240
ATTACK: 120
DEFENSE: 200
SP. ATK: 150
SP. DEF: 190
SPEED: 90

Number: **222**
Type: **Water/Rock**

EVOLUTIONS:
None

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM29 - Psychic
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool

CROBAT

HP: 300
ATTACK: 200
DEFENSE: 190
SP. ATK: 160
SP. DEF: 180
SPEED: 280

Number: **169**
Type: **Poison/Flying**

EVOLUTIONS:
Zubat > Golbat > Crobat

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
HM02 - Fly

CROCONAW

HP: 250
ATTACK: 180
DEFENSE: 190
SP. ATK: 150
SP. DEF: 150
SPEED: 130

Number: **159**
Type: **Water**

EVOLUTIONS:
Totodile > Croconaw > Feraligatr

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
HM01 - Cut
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool

CUBONE

HP: 240
ATTACK: 120
DEFENSE: 210
SP. ATK: 110
SP. DEF: 130
SPEED: 80

Number: **104**
Type: **Ground**

EVOLUTIONS:
Cubone > Marowak

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength

CYNDAQUIL

HP: 200
ATTACK: 120
DEFENSE: 100
SP. ATK: 140
SP. DEF: 120
SPEED: 150

Number: **155**
Type: **Fire**

EVOLUTIONS:
Cyndaquil > Quilava > Typhlosion

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

DELIBIRD

Number: **225**
Type: **Ice/Flying**

EVOLUTIONS:
None

HP:	310
ATTACK:	190
DEFENSE:	190
SP. ATK:	160
SP. DEF:	160
SPEED:	90

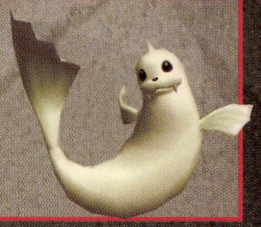
MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM37 - Sandstorm
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

DEWGONG

Number: **087**
Type: **Water/Ice**

EVOLUTIONS:
Seel >Dewgong

HP:	320
ATTACK:	180
DEFENSE:	190
SP. ATK:	180
SP. DEF:	230
SPEED:	160



MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM06 - Whirlpool
HM07 - Waterfall

DIGLETT

Number: **050**
Type: **Ground**

EVOLUTIONS:
Diglett > Dugtrio

HP:	150
ATTACK:	130
DEFENSE:	70
SP. ATK:	100
SP. DEF:	120
SPEED:	200

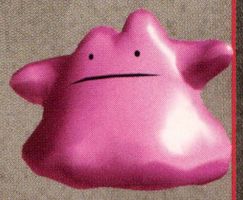
MACHINES:
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM01 - Cut

DITTO

Number: **132**
Type: **Normal**

EVOLUTIONS:
None

HP:	210
ATTACK:	110
DEFENSE:	110
SP. ATK:	110
SP. DEF:	110
SPEED:	110



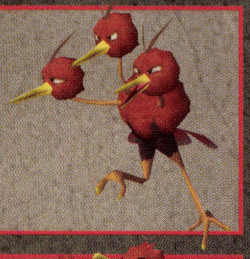
MACHINES:
[None]

DODRIO

Number: **085**
Type: **Normal/Flying**

EVOLUTIONS:
Doduo > Dodrio

HP:	250
ATTACK:	220
DEFENSE:	150
SP. ATK:	150
SP. DEF:	150
SPEED:	230



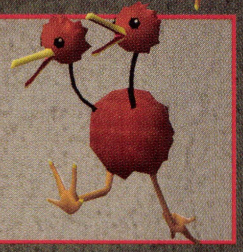
MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
HM02 - Fly

DODUO

Number: **084**
Type: **Normal/Flying**

EVOLUTIONS:
Doduo > Dodrio

HP:	200
ATTACK:	180
DEFENSE:	100
SP. ATK:	100
SP. DEF:	100
SPEED:	180



MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
HM02 - Fly

DONPHAN

Number: **232**
Type: **Ground**

EVOLUTIONS:
Phanpy > Donphan

HP:	300
ATTACK:	260
DEFENSE:	260
SP. ATK:	140
SP. DEF:	140
SPEED:	120

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM04 - Strength

DRAGONAIR

Number: **148**
Type: **Dragon**

EVOLUTIONS:
Dratini > Dragonair > Dragonite

HP:	200
ATTACK:	200
DEFENSE:	170
SP. ATK:	170
SP. DEF:	170
SPEED:	170

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM07 - Waterfall

DRAGONITE

HP: 320
ATTACK: 280
DEFENSE: 210
SP. ATK: 230
SP. DEF: 230
SPEED: 180

Number: **149**
Type: **Dragon/Flying**

EVOLUTIONS:
Dratini > Dragonair > Dragonite

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM25 - Thunder
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM39 - Swift
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM47 - Steel Wing
TM48 - Fire Punch
TM49 - Fury Cutter
HM02 - Fly
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool
HM07 - Waterfall

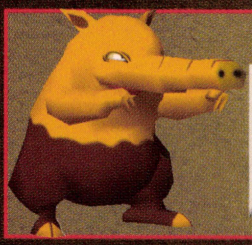
DRATINI

HP: 200
ATTACK: 140
DEFENSE: 100
SP. ATK: 130
SP. DEF: 130
SPEED: 140

Number: **147**
Type: **Dragon**

EVOLUTIONS:
Dratini > Dragonair > Dragonite

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM07 - Waterfall



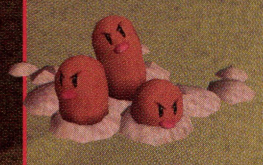
DROWZEE

HP: 240
ATTACK: 120
DEFENSE: 110
SP. ATK: 100
SP. DEF: 190
SPEED: 90

Number: **096**
Type: **Psychic**

EVOLUTIONS:
Drowzee > Hypno

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM41 - Thunderpunch
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
TM50 - Nightmare
HM05 - Flash



DUGTRIO

HP: 200
ATTACK: 180
DEFENSE: 130
SP. ATK: 120
SP. DEF: 100
SPEED: 200

Number: **051**
Type: **Ground**

EVOLUTIONS:
Diglett > Dugtrio

MACHINES:
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM01 - Cut

DUNSPARCE

HP: 270
ATTACK: 190
DEFENSE: 150
SP. ATK: 200
SP. DEF: 150
SPEED: 190

Number: **206**
Type: **Normal**

EVOLUTIONS:
None

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare
HM04 - Strength

EEVEE

HP: 250
ATTACK: 120
DEFENSE: 110
SP. ATK: 110
SP. DEF: 150
SPEED: 120

Number: **133**
Type: **Normal**

EVOLUTIONS:
Eevee > Vaporeon > Flareon > Umbreon > Jolteon >Espeon

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract

EKANS

HP: 200
ATTACK: 130
DEFENSE: 100
SP. ATK: 110
SP. DEF: 140
SPEED: 140

Number: **023**
Type: **Poison**

EVOLUTIONS:
Ekans > Arbok

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM04 - Strength

ELECTABUZZ

HP: 240
ATTACK: 180
DEFENSE: 130
SP. ATK: 200
SP. DEF: 180
SPEED: 230

Number: **125**
Type: **Electric**

EVOLUTIONS:
Elekid > Electabuzz

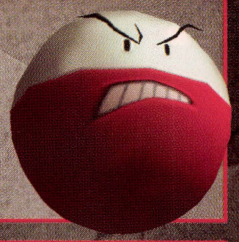
MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength
HM05 - Flash

ELECTRODE

Number: **101**
Type: **Electric**

EVOLUTIONS:
Voltorb > Electrode

HP:	250
ATTACK:	120
DEFENSE:	150
SP. ATK:	180
SP. DEF:	180
SPEED:	300



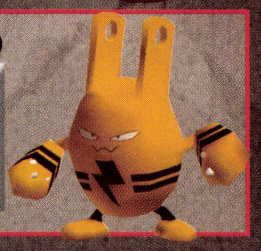
MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
HM05 - Flash

ELEKID

Number: **239**
Type: **Electric**

EVOLUTIONS:
Elekid > Electabuzz

HP:	220
ATTACK:	130
DEFENSE:	90
SP. ATK:	160
SP. DEF:	140
SPEED:	210



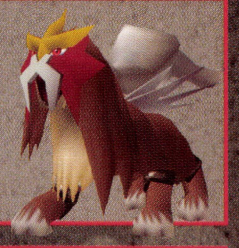
MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM05 - Flash

ENTEI

Number: **244**
Type: **Fire**

EVOLUTIONS:
None

HP:	250
ATTACK:	250
DEFENSE:	190
SP. ATK:	200
SP. DEF:	170
SPEED:	220



MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM39 - Swift
TM43 - Detect
TM44 - Rest
HM01 - Cut
HM04 - Strength
HM05 - Flash

ESPEON

Number: **196**
Type: **Psychic**

EVOLUTIONS:
Eevee > Vaporeon > Flareon > Umbreon > Jolteon >Espeon

HP:	260
ATTACK:	150
DEFENSE:	140
SP. ATK:	280
SP. DEF:	210
SPEED:	240

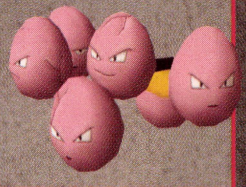
MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM50 - Nightmare
HM01 - Cut
HM05 - Flash

EXEGGCUTE

Number: **102**
Type: **Grass/Psychic**

EVOLUTIONS:
Exeggcute > Exeggutor

HP:	240
ATTACK:	110
DEFENSE:	120
SP. ATK:	70
SP. DEF:	70
SPEED:	150



MACHINES:
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare
HM04 - Strength
HM05 - Flash

EXEGGUTOR

Number: **103**
Type: **Grass/Psychic**

EVOLUTIONS:
Exeggcute > Exeggutor

HP:	310
ATTACK:	190
DEFENSE:	190
SP. ATK:	160
SP. DEF:	160
SPEED:	90

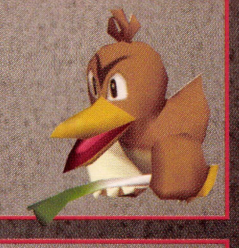
MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare
HM04 - Strength
HM05 - Flash

FARFETCH'D

Number: **083**
Type: **Normal/Flying**

EVOLUTIONS:
None

HP:	230
ATTACK:	150
DEFENSE:	130
SP. ATK:	130
SP. DEF:	140
SPEED:	140



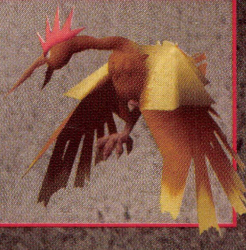
MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
HM01 - Cut
HM02 - Fly

FEAROW

Number: **022**
Type: **Normal/Flying**

EVOLUTIONS:
Spearow > Fearow

HP:	250
ATTACK:	200
DEFENSE:	160
SP. ATK:	140
SP. DEF:	140
SPEED:	210



MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
HM02 - Fly

FERALIGATR

HP: 300
ATTACK: 240
DEFENSE: 230
SP. ATK: 180
SP. DEF: 180
SPEED: 190

Number: **160**
Type: **Water**

EVOLUTIONS:
Totodile > Croconaw > Feraligatr

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
HM01 - Cut
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool

FLAAFFY

HP: 270
ATTACK: 130
DEFENSE: 130
SP. ATK: 180
SP. DEF: 140
SPEED: 100

Number: **180**
Type: **Electric**

EVOLUTIONS:
Mareep > Flaaffy > Ampharos

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
HM04 - Strength
HM05 - Flash

FLAREON

HP: 260
ATTACK: 280
DEFENSE: 140
SP. ATK: 220
SP. DEF: 250
SPEED: 140

Number: **136**
Type: **Fire**

EVOLUTIONS:
Eevee > Vaporeon > Flareon > Umbreon > Jolteon >Espeon

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract

FORRETRESS

HP: 280
ATTACK: 200
DEFENSE: 300
SP. ATK: 140
SP. DEF: 140
SPEED: 100

Number: **205**
Type: **Bug/Steel**

EVOLUTIONS:
Pineco > Forretress

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM40 - Defense Curl
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare
HM04 - Strength

FURRET

HP: 290
ATTACK: 170
DEFENSE: 150
SP. ATK: 110
SP. DEF: 130
SPEED: 200

Number: **162**
Type: **Normal**

EVOLUTIONS:
Sentret > Furret

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM49 - Fury Cutter
HM01 - Cut
HM03 - Surf
HM04 - Strength

GASTLY

HP: 180
ATTACK: 90
DEFENSE: 90
SP. ATK: 210
SP. DEF: 80
SPEED: 190

Number: **092**
Type: **Ghost/Poison**

EVOLUTIONS:
Gastly > Haunter > Gengar

MACHINES:
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare

GENGAR

HP: 250
ATTACK: 150
DEFENSE: 130
SP. ATK: 280
SP. DEF: 170
SPEED: 250

Number: **094**
Type: **Ghost/Poison**

EVOLUTIONS:
Gastly > Haunter > Gengar

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM41 - Thunderpunch
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM50 - Nightmare
HM04 - Strength

GEODUDE

HP: 220
ATTACK: 170
DEFENSE: 220
SP. ATK: 90
SP. DEF: 90
SPEED: 70

Number: **074**
Type: **Rock/Ground**

EVOLUTIONS:
Geodude > Graveler > Golem

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
HM04 - Strength

GIRAFARIG

Number: **203**
Type: **Normal/Psychic**

EVOLUTIONS:
None

HP:	270
ATTACK:	190
DEFENSE:	150
SP. ATK:	200
SP. DEF:	150
SPEED:	190

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM26 - Earthquake
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare
HM04 - Strength

GLIGAR

Number: **207**
Type: **Ground/Flying**

EVOLUTIONS:
None

HP:	240
ATTACK:	110
DEFENSE:	120
SP. ATK:	70
SP. DEF:	70
SPEED:	150

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM37 - Sandstorm
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

GLOOM

Number: **044**
Type: **Grass/Poison**

EVOLUTIONS:
Oddish > Gloom
•Vileplume •Bellosom

HP:	250
ATTACK:	150
DEFENSE:	160
SP. ATK:	190
SP. DEF:	170
SPEED:	100

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bombr
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM05 - Flash

GOLBAT

Number: **042**
Type: **Poison/Flying**

EVOLUTIONS:
Zubat > Golbat > Crobat

HP:	280
ATTACK:	170
DEFENSE:	150
SP. ATK:	160
SP. DEF:	180
SPEED:	190

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing

GOLDEEN

Number: **118**
Type: **Water**

EVOLUTIONS:
Goldeen > Seaking

HP:	210
ATTACK:	160
DEFENSE:	150
SP. ATK:	80
SP. DEF:	110
SPEED:	140

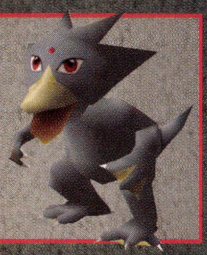
MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM07 - Waterfall

GOLDUCK

Number: **055**
Type: **Water**

EVOLUTIONS:
Psyduck > Golduck

HP:	210
ATTACK:	180
DEFENSE:	180
SP. ATK:	200
SP. DEF:	170
SPEED:	190



MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
HM03 - Surf
HM04 - Strength
HM05 - Flash
HM06 - Whirlpool
HM07 - Waterfall

GOLEM

Number: **076**
Type: **Rock/Ground**

EVOLUTIONS:
Geodude > Graveler > Golem

HP:	270
ATTACK:	250
DEFENSE:	280
SP. ATK:	140
SP. DEF:	160
SPEED:	110

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
TM49 - Fury Cutter
HM04 - Strength

GRANBULL

Number: **210**
Type: **Normal**

EVOLUTIONS:
Snubbull > Granbull

HP:	300
ATTACK:	260
DEFENSE:	160
SP. ATK:	140
SP. DEF:	140
SPEED:	100

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM40 - Defense Curl
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength

GRAVELER

HP:	240
ATTACK:	200
DEFENSE:	250
SP. ATK:	100
SP. DEF:	100
SPEED:	80

Number: **075**
Type: **Rock/Ground**

EVOLUTIONS:
Geodude > Graveler > Golem

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
HM04 - Strength

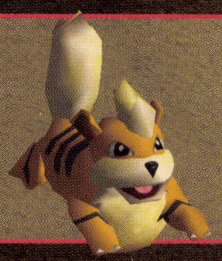
GRIMER

HP:	280
ATTACK:	190
DEFENSE:	120
SP. ATK:	90
SP. DEF:	110
SPEED:	60

Number: **088**
Type: **Poison**

EVOLUTIONS:
Grimer > Muk

MACHINES:
TM01 - Dynamicpunch
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM38 - Fire Blast
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch



GROWLITHE

HP:	220
ATTACK:	100
DEFENSE:	110
SP. ATK:	160
SP. DEF:	120
SPEED:	130

Number: **058**
Type: **Fire**

EVOLUTIONS:
Growlithe > Arcanine

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM27 - Return
TM28 - Dig
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM44 - Rest
TM45 - Attract

GYARADOS

HP:	330
ATTACK:	270
DEFENSE:	190
SP. ATK:	130
SP. DEF:	210
SPEED:	170

Number: **130**
Type: **Water/Flying**

EVOLUTIONS:
Magikarp > Gyarados

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM24 - Dragonbreath
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM44 - Rest
TM45 - Attract
HM02 - Fly
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool
HM07 - Waterfall

HAUNTER

HP:	220
ATTACK:	130
DEFENSE:	100
SP. ATK:	200
SP. DEF:	140
SPEED:	220

Number: **093**
Type: **Ghost/Poison**

EVOLUTIONS:
Gastly > Haunter > Gengar

MACHINES:
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare

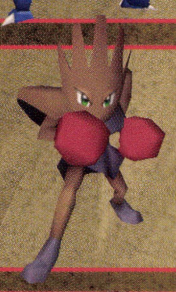
HERACROSS

HP:	290
ATTACK:	270
DEFENSE:	170
SP. ATK:	100
SP. DEF:	210
SPEED:	20

Number: **214**
Type: **Bug/Fighting**

EVOLUTIONS:
None

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength



HITMONCHAN

HP:	270
ATTACK:	190
DEFENSE:	150
SP. ATK:	200
SP. DEF:	150
SPEED:	190

Number: **107**
Type: **Fighting**

EVOLUTIONS:
Tyrogue • Hitmonlee • Hitmonchan • Hitmontop

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength

HITMONLEE

HP:	220
ATTACK:	250
DEFENSE:	140
SP. ATK:	80
SP. DEF:	230
SPEED:	210

Number: **106**
Type: **Fighting**

EVOLUTIONS:
Tyrogue • Hitmonlee • Hitmonchan • Hitmontop

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM04 - Strength

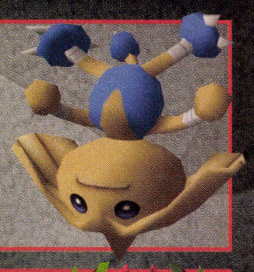
MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM04 - Strength

HITMONTOP

Number: **237**
Type: **Fighting**

EVOLUTIONS:
Tyrogue • Hitmonlee • Hitmonchan • Hitmontop

HP: 230
ATTACK: 220
DEFENSE: 210
SP. ATK: 100
SP. DEF: 250
SPEED: 160



MACHINES:
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM24 - Dragonbreath
TM25 - Thunder
TM26 - Earthquake
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM39 - Swift
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM47 - Steel Wing
TM50 - Nightmare
HM02 - Fly
HM04 - Strength
HM05 - Flash

HO-OH

Number: **250**
Type: **Fire/Flying**

EVOLUTIONS:
None

HP: 330
ATTACK: 270
DEFENSE: 190
SP. ATK: 240
SP. DEF: 330
SPEED: 200

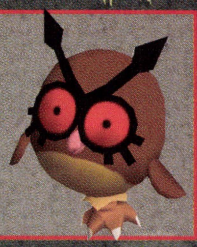
MACHINES:
TM03 - Curse
TM06 - Toxic
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
TM50 - Nightmare
HM02 - Fly
HM05 - Flash

HOOTHOOT

Number: **163**
Type: **Normal/Flying**

EVOLUTIONS:
Hoothoot > Noctowl

HP: 240
ATTACK: 80
DEFENSE: 80
SP. ATK: 90
SP. DEF: 130
SPEED: 120



MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM05 - Flash

HOPPIP

Number: **187**
Type: **Grass/Flying**

EVOLUTIONS:
Hoppip > Skiploom > Jumpluff

HP: 200
ATTACK: 90
DEFENSE: 100
SP. ATK: 90
SP. DEF: 130
SPEED: 120

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM24 - Dragonbreath
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM06 - Whirlpool
HM07 - Waterfall

HORSEA

Number: **116**
Type: **Water**

EVOLUTIONS:
Horsea > Seadra > Kingdra

HP: 180
ATTACK: 90
DEFENSE: 90
SP. ATK: 210
SP. DEF: 80
SPEED: 190

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM38 - Fire Blast
TM39 - Swift
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM04 - Strength

HOUNDOOM

Number: **229**
Type: **Dark/Fire**

EVOLUTIONS:
Houndour > Houndoom

HP: 270
ATTACK: 210
DEFENSE: 120
SP. ATK: 240
SP. DEF: 180
SPEED: 220

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM38 - Fire Blast
TM39 - Swift
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare

HOUNDOUR

Number: **228**
Type: **Dark/Fire**

EVOLUTIONS:
Houndour > Houndoom

HP: 210
ATTACK: 130
DEFENSE: 80
SP. ATK: 100
SP. DEF: 120
SPEED: 130

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM41 - Thunderpunch
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
TM50 - Nightmare
HM05 - Flash

HYPNO

Number: **097**
Type: **Psychic**

EVOLUTIONS:
Drowzee > Hypno

HP: 290
ATTACK: 170
DEFENSE: 150
SP. ATK: 180
SP. DEF: 200
SPEED: 150

IGGLYBUFF

HP:	300
ATTACK:	80
DEFENSE:	50
SP. ATK:	100
SP. DEF:	60
SPEED:	50

Number: **174**
Type: **Normal**

EVOLUTIONS:
Igglybuff > Jigglypuff > Wigglytuff

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM40 - Defense Curl
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM50 - Nightmare
HM05 - Flash

IVYSAUR

HP:	260
ATTACK:	160
DEFENSE:	160
SP. ATK:	200
SP. DEF:	200
SPEED:	160

Number: **002**
Type: **Grass/Poison**

EVOLUTIONS:
Bulbasaur > Ivysaur > Venusaur

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
HM01 - Cut
HM05 - Flash

JIGGLYPUFF

HP:	390
ATTACK:	110
DEFENSE:	50
SP. ATK:	100
SP. DEF:	60
SPEED:	60

Number: **039**
Type: **Normal**

EVOLUTIONS:
Igglybuff > Jigglypuff > Wigglytuff

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM40 - Defense Curl
TM41 - Thunderpunch
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM50 - Nightmare
HM04 - Strength
HM05 - Flash

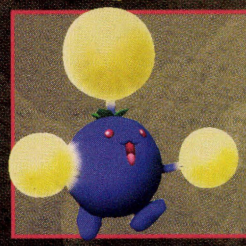
JOLTEON

HP:	260
ATTACK:	150
DEFENSE:	140
SP. ATK:	230
SP. DEF:	200
SPEED:	270

Number: **135**
Type: **Electric**

EVOLUTIONS:
Eevee > Vaporeon > Flareon > Umbreon > Jolteon >Espeon

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM05 - Flash



JUMPLUFF

HP:	280
ATTACK:	130
DEFENSE:	160
SP. ATK:	130
SP. DEF:	190
SPEED:	240

Number: **189**
Type: **Grass/Flying**

EVOLUTIONS:
Hoppip > Skiploom > Jumpluff

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM05 - Flash

JYNX

HP:	250
ATTACK:	110
DEFENSE:	80
SP. ATK:	240
SP. DEF:	200
SPEED:	220

Number: **124**
Type: **Ice/Psychic**

EVOLUTIONS:
Smoochum > Jynx

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM09 - Psych Up
TM10 - Hidden Power
TM12 - Sweet Scent
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare

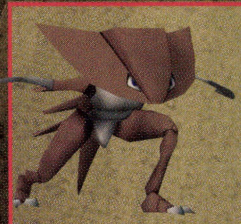
KABUTO

HP:	170
ATTACK:	170
DEFENSE:	200
SP. ATK:	120
SP. DEF:	100
SPEED:	130

Number: **140**
Type: **Rock/Water**

EVOLUTIONS:
Kabuto > Kabutops

MACHINES:
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM44 - Rest
TM45 - Attract
TM46 - Thief



KABUTOPS

HP:	260
ATTACK:	240
DEFENSE:	250
SP. ATK:	140
SP. DEF:	150
SPEED:	190

Number: **141**
Type: **Rock/Water**

EVOLUTIONS:
Kabuto > Kabutops

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
HM01 - Cut
HM03 - Surf
HM06 - Whirlpool

KADABRA

Number: **064**
Type: **Psychic**

EVOLUTIONS:
Abra > Kadabra > Alakazam

HP:	190
ATTACK:	90
DEFENSE:	70
SP. ATK:	200
SP. DEF:	100
SPEED:	240

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM28 - Dig
TM29 - Psychic
TM30 - Shadow Ball
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM41 - Thunderpunch
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM50 - Nightmare
HM05 - Flash

KAKUNA

Number: **014**
Type: **Bug/Poison**

EVOLUTIONS:
Weedle > Kakuna > Beedrill

HP:	230
ATTACK:	80
DEFENSE:	130
SP. ATK:	70
SP. DEF:	70
SPEED:	90

MACHINES:
[None]

KANGASKHAN

Number: **115**
Type: **Normal**

EVOLUTIONS:
None

HP:	340
ATTACK:	210
DEFENSE:	170
SP. ATK:	90
SP. DEF:	170
SPEED:	210

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM26 - Earthquake
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
TM49 - Fury Cutter
HM03 - Surf
HM04 - Strength

KINGDRA

Number: **230**
Type: **Water/Dragon**

EVOLUTIONS:
Horsea > Seadra > Kingdra

HP:	300
ATTACK:	160
DEFENSE:	160
SP. ATK:	250
SP. DEF:	200
SPEED:	130

MACHINES:
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
HM01 - Cut
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool

KINGLER

Number: **099**
Type: **Water**

EVOLUTIONS:
Krabby > Kingler

HP:	230
ATTACK:	270
DEFENSE:	250
SP. ATK:	120
SP. DEF:	120
SPEED:	100

MACHINES:
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
HM01 - Cut
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool

KOFFING

Number: **109**
Type: **Poison**

EVOLUTIONS:
Koffing > Weezing

HP:	200
ATTACK:	140
DEFENSE:	210
SP. ATK:	140
SP. DEF:	110
SPEED:	80

MACHINES:
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM38 - Fire Blast
TM44 - Rest
TM45 - Attract
TM46 - Thief

KRABBY

Number: **098**
Type: **Water**

EVOLUTIONS:
Krabby > Kingler

HP:	180
ATTACK:	220
DEFENSE:	210
SP. ATK:	60
SP. DEF:	60
SPEED:	130

MACHINES:
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
HM01 - Cut
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool

LANTURN

Number: **171**
Type: **Water/Electric**

EVOLUTIONS:
Chinchou > Lanturn

HP:	380
ATTACK:	140
DEFENSE:	140
SP. ATK:	160
SP. DEF:	160
SPEED:	150

MACHINES:
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM05 - Flash
HM06 - Whirlpool
HM07 - Waterfall

LAPRAS

HP: 380
ATTACK: 180
DEFENSE: 170
SP. ATK: 190
SP. DEF: 210
SPEED: 190

Number: **131**
Type: **Water/Ice**

EVOLUTIONS:
None

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM50 - Nightmare
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool

LARVITAR

HP: 220
ATTACK: 160
DEFENSE: 120
SP. ATK: 110
SP. DEF: 120
SPEED: 100

Number: **246**
Type: **Rock/Ground**

EVOLUTIONS:
Larvitar > Pupitar > Tyranitar

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM43 - Detect
TM44 - Rest
TM45 - Attract

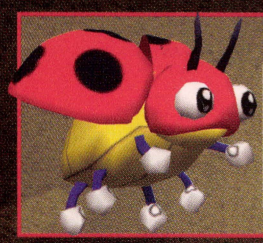
LEDIAN

HP: 230
ATTACK: 80
DEFENSE: 120
SP. ATK: 140
SP. DEF: 250
SPEED: 190

Number: **166**
Type: **Bug/Flying**

EVOLUTIONS:
Ledyba > Ledian

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM28 - Dig
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM05 - Flash



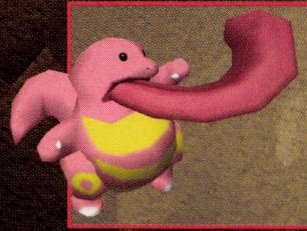
LEDYBA

HP: 200
ATTACK: 70
DEFENSE: 90
SP. ATK: 100
SP. DEF: 180
SPEED: 130

Number: **165**
Type: **Bug/Flying**

EVOLUTIONS:
Ledyba > Ledian

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM28 - Dig
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM05 - Flash



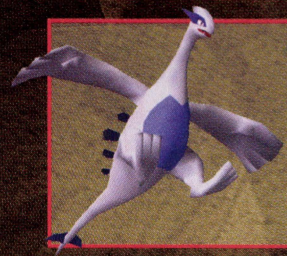
LICKITUNG

HP: 290
ATTACK: 120
DEFENSE: 180
SP. ATK: 150
SP. DEF: 180
SPEED: 70

Number: **108**
Type: **Normal**

EVOLUTIONS:
None

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM26 - Earthquake
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM40 - Defense Curl
TM41 - Thunderpunch
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM50 - Nightmare
HM01 - Cut
HM03 - Surf
HM04 - Strength



LUGIA

HP: 330
ATTACK: 210
DEFENSE: 280
SP. ATK: 210
SP. DEF: 340
SPEED: 240

Number: **249**
Type: **Psychic/Flying**

EVOLUTIONS:
None

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM25 - Thunder
TM26 - Earthquake
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM39 - Swift
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM47 - Steel Wing
TM50 - Nightmare
HM02 - Fly
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool
HM07 - Waterfall

MACHAMP

HP: 310
ATTACK: 270
DEFENSE: 200
SP. ATK: 140
SP. DEF: 180
SPEED: 140

Number: **068**
Type: **Fighting**

EVOLUTIONS:
Machop > Machoke > Machamp

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength

MACHOKE

HP: 300
ATTACK: 230
DEFENSE: 170
SP. ATK: 100
SP. DEF: 130
SPEED: 100

Number: **067**
Type: **Fighting**

EVOLUTIONS:
Machop > Machoke > Machamp

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength

MACHOP

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength

Number: **066**
Type: **Fighting**

EVOLUTIONS:
Machop > Machoke > Machamp

HP: 200
ATTACK: 180
DEFENSE: 120
SP. ATK: 80
SP. DEF: 80
SPEED: 80

MAGBY

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM29 - Psychic
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch

Number: **240**
Type: **Fire**

EVOLUTIONS:
Magby > Magmar

HP: 220
ATTACK: 170
DEFENSE: 90
SP. ATK: 170
SP. DEF: 140
SPEED: 190

MAGCARGO

MACHINES:
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM04 - Strength

Number: **219**
Type: **Fire/Rock**

EVOLUTIONS:
Slugma > Magcargo

HP: 220
ATTACK: 130
DEFENSE: 270
SP. ATK: 190
SP. DEF: 190
SPEED: 80

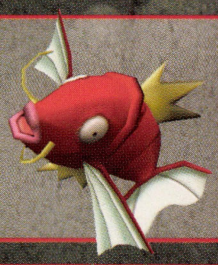
MAGIKARP

MACHINES:
[None]

Number: **129**
Type: **Water**

EVOLUTIONS:
Magikarp > Gyarados

HP: 170
ATTACK: 30
DEFENSE: 130
SP. ATK: 50
SP. DEF: 60
SPEED: 190



MAGMAR

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM29 - Psychic
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength

Number: **126**
Type: **Fire**

EVOLUTIONS:
Magby > Magmar

HP: 250
ATTACK: 200
DEFENSE: 150
SP. ATK: 230
SP. DEF: 200
SPEED: 220

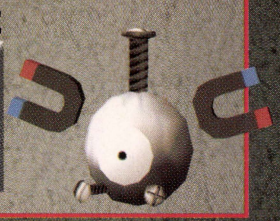
MAGNEMITE

MACHINES:
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
HM05 - Flash

Number: **081**
Type: **Electric/Steel**

EVOLUTIONS:
Magnemite > Magneton

HP: 180
ATTACK: 110
DEFENSE: 150
SP. ATK: 230
SP. DEF: 150
SPEED: 120



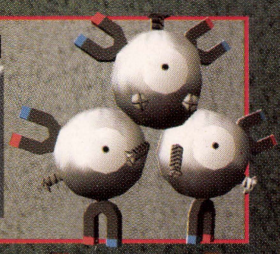
MAGNETON

MACHINES:
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
HM05 - Flash

Number: **082**
Type: **Electric/Steel**

EVOLUTIONS:
Magnemite > Magneton

HP: 240
ATTACK: 140
DEFENSE: 210
SP. ATK: 200
SP. DEF: 100
SPEED: 151



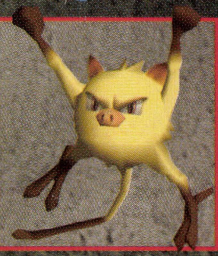
MANKEY

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM40 - Defense Curl
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength

Number: **056**
Type: **Fighting**

EVOLUTIONS:
Mankey > Primeape

HP: 200
ATTACK: 180
DEFENSE: 90
SP. ATK: 180
SP. DEF: 100
SPEED: 150



MANTINE

HP: 260
ATTACK: 100
DEFENSE: 170
SP. ATK: 180
SP. DEF: 300
SPEED: 170

Number: **226**
Type: **Water/Flying**

EVOLUTIONS:
None

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM06 - Whirlpool
HM07 - Waterfall

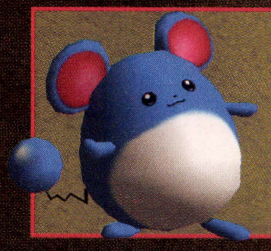
MAREEP

HP: 240
ATTACK: 100
DEFENSE: 100
SP. ATK: 150
SP. DEF: 110
SPEED: 100

Number: **179**
Type: **Electric**

EVOLUTIONS:
Mareep > Flaaffy > Ampharos

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM05 - Flash



MARILL

HP: 270
ATTACK: 70
DEFENSE: 130
SP. ATK: 60
SP. DEF: 120
SPEED: 100

Number: **183**
Type: **Water**

EVOLUTIONS:
Marill > Azumarill

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM06 - Whirlpool
HM07 - Waterfall

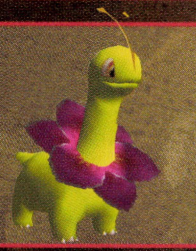
MAROWAK

HP: 260
ATTACK: 180
DEFENSE: 230
SP. ATK: 120
SP. DEF: 180
SPEED: 100

Number: **105**
Type: **Ground**

EVOLUTIONS:
Cubone > Marowak

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength



MEGANIUM

HP: 290
ATTACK: 200
DEFENSE: 230
SP. ATK: 200
SP. DEF: 230
SPEED: 180

Number: **154**
Type: **Grass**

EVOLUTIONS:
Chikorita > Bayleef > Meganium

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength
HM05 - Flash

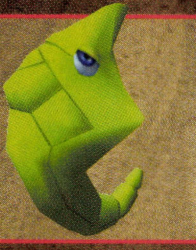
MEOWTH

HP: 300
ATTACK: 160
DEFENSE: 160
SP. ATK: 250
SP. DEF: 200
SPEED: 130

Number: **052**
Type: **Normal**

EVOLUTIONS:
Meowth > Persian

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM16 - Icy Wind
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare



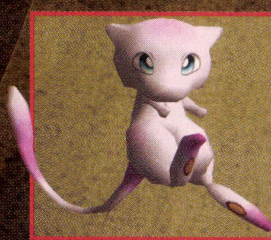
METAPOD

HP: 220
ATTACK: 70
DEFENSE: 140
SP. ATK: 80
SP. DEF: 80
SPEED: 80

Number: **011**
Type: **Bug**

EVOLUTIONS:
Caterpie > Metapod > Butterfree

MACHINES:
[None]



MEW

HP: 330
ATTACK: 270
DEFENSE: 190
SP. ATK: 240
SP. DEF: 330
SPEED: 200

Number: **151**
Type: **Psychic**

EVOLUTIONS:
None

MACHINES:
[All TMs and HMs]

MEWTWO

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM41 - Thunderpunch
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM48 - Fire Punch
TM50 - Nightmare
HM04 - Strength
HM05 - Flash

Number: **150**
Type: **Psychic**

EVOLUTIONS:
None

HP: 330
ATTACK: 240
DEFENSE: 200
SP. ATK: 340
SP. DEF: 210
SPEED: 290

MILTANK

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM26 - Earthquake
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM40 - Defense Curl
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
HM03 - Surf
HM04 - Strength

Number: **241**
Type: **Normal**

EVOLUTIONS:
None

HP: 320
ATTACK: 180
DEFENSE: 230
SP. ATK: 110
SP. DEF: 170
SPEED: 220

MISDREAVUS

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM05 - Flash

Number: **200**
Type: **Ghost**

EVOLUTIONS:
None

HP: 250
ATTACK: 140
DEFENSE: 130
SP. ATK: 190
SP. DEF: 190
SPEED: 190

MOLTRES

MACHINES:
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM47 - Steel Wing
HM02 - Fly

Number: **146**
Type: **Fire/Flying**

EVOLUTIONS:
None

HP: 300
ATTACK: 230
DEFENSE: 210
SP. ATK: 270
SP. DEF: 190
SPEED: 220

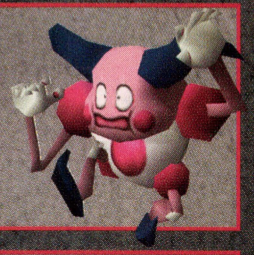
MR. MIME

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM41 - Thunderpunch
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM50 - Nightmare
HM05 - Flash

Number: **122**
Type: **Psychic**

EVOLUTIONS:
None

HP: 200
ATTACK: 120
DEFENSE: 100
SP. ATK: 230
SP. DEF: 270
SPEED: 190



MUK

MACHINES:
TM01 - Dynamicpunch
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM38 - Fire Blast
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch

Number: **089**
Type: **Poison**

EVOLUTIONS:
Grimer > Muk

HP: 330
ATTACK: 230
DEFENSE: 160
SP. ATK: 140
SP. DEF: 210
SPEED: 120

MURKROW

MACHINES:
TM03 - Curse
TM06 - Toxic
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM16 - Icy Wind
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
TM50 - Nightmare
HM02 - Fly

Number: **198**
Type: **Dark/Flying**

EVOLUTIONS:
None

HP: 240
ATTACK: 180
DEFENSE: 100
SP. ATK: 190
SP. DEF: 100
SPEED: 200

NATU

MACHINES:
TM03 - Curse
TM06 - Toxic
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare
HM05 - Flash

Number: **177**
Type: **Psychic/Flying**

EVOLUTIONS:
Natu > Xatu

HP: 210
ATTACK: 130
DEFENSE: 110
SP. ATK: 160
SP. DEF: 110
SPEED: 170

NIDOKING

HP: 300
ATTACK: 200
DEFENSE: 180
SP. ATK: 200
SP. DEF: 180
SPEED: 190

Number: **034**
Type: **Poison/Ground**

EVOLUTIONS:
Nidoran♂> Nidorino > Nidoking

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM26 - Earthquake
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM40 - Defense Curl
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM49 - Fury Cutter
HM03 - Surf
HM04 - Strength

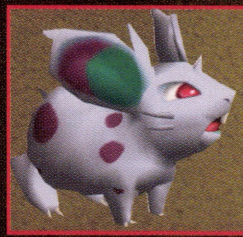
NIDOQUEEN

HP: 300
ATTACK: 190
DEFENSE: 200
SP. ATK: 180
SP. DEF: 200
SPEED: 170

Number: **031**
Type: **Poison/Ground**

EVOLUTIONS:
Nidoran♀> Nidorina > Nidoqueen

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM26 - Earthquake
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM40 - Defense Curl
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM49 - Fury Cutter
HM03 - Surf
HM04 - Strength



NIDORAN ♀

HP: 240
ATTACK: 110
DEFENSE: 120
SP. ATK: 110
SP. DEF: 110
SPEED: 100

Number: **029**
Type: **Poison**

EVOLUTIONS:
Nidoran♀> Nidorina > Nidoqueen

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief

NIDORAN ♂

HP: 220
ATTACK: 130
DEFENSE: 90
SP. ATK: 100
SP. DEF: 100
SPEED: 110

Number: **032**
Type: **Poison**

EVOLUTIONS:
Nidoran♂> Nidorino > Nidoking

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief

NIDORINA

HP: 270
ATTACK: 150
DEFENSE: 170
SP. ATK: 120
SP. DEF: 120
SPEED: 140

Number: **030**
Type: **Poison**

EVOLUTIONS:
Nidoran ♀> Nidorina > Nidoqueen

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM04 - Strength

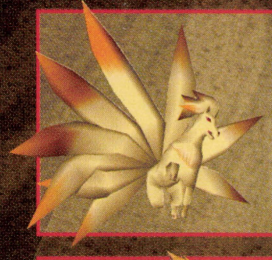
NIDORINO

HP: 310
ATTACK: 190
DEFENSE: 190
SP. ATK: 160
SP. DEF: 160
SPEED: 90

Number: **033**
Type: **Poison**

EVOLUTIONS:
Nidoran♂> Nidorino > Nidoking

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM04 - Strength



NINETALES

HP: 280
ATTACK: 180
DEFENSE: 180
SP. ATK: 180
SP. DEF: 220
SPEED: 210

Number: **038**
Type: **Fire**

EVOLUTIONS:
Vulpix > Ninetales

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM44 - Rest
TM45 - Attract

NOCTOWL

HP: 330
ATTACK: 120
DEFENSE: 120
SP. ATK: 170
SP. DEF: 210
SPEED: 160

Number: **164**
Type: **Normal/Flying**

EVOLUTIONS:
Hoothoot > Noctowl

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
TM50 - Nightmare
HM02 - Fly
HM05 - Flash

OCTILLERY

Number: **224**
Type: **Water**

EVOLUTIONS:
Remoraid > Octillery

HP:	270
ATTACK:	230
DEFENSE:	170
SP. ATK:	230
SP. DEF:	170
SPEED:	100

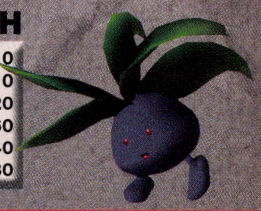
MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM03 - Surf
HM06 - Whirlpool

ODDISH

Number: **043**
Type: **Grass/Poison**

EVOLUTIONS:
Oddish > Gloom
•Vileplume •Bellosom

HP:	210
ATTACK:	110
DEFENSE:	120
SP. ATK:	160
SP. DEF:	140
SPEED:	80



MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM05 - Flash

OMANYTE

Number: **138**
Type: **Rock/Water**

EVOLUTIONS:
Omanyte > Omastar

HP:	190
ATTACK:	90
DEFENSE:	220
SP. ATK:	190
SP. DEF:	120
SPEED:	80

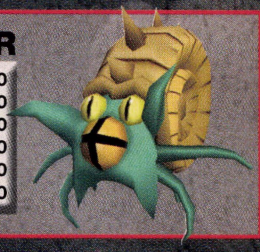
MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM03 - Surf
HM06 - Whirlpool

OMASTAR

Number: **139**
Type: **Rock/Water**

EVOLUTIONS:
Omanyte > Omastar

HP:	280
ATTACK:	130
DEFENSE:	290
SP. ATK:	240
SP. DEF:	150
SPEED:	120



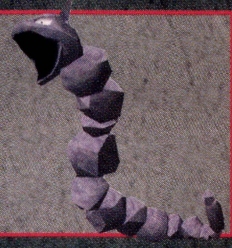
MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM03 - Surf
HM06 - Whirlpool

ONIX

Number: **095**
Type: **Rock/Ground**

EVOLUTIONS:
Onix > Steelix

HP:	244
ATTACK:	161
DEFENSE:	389
SP. ATK:	129
SP. DEF:	159
SPEED:	209



MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM04 - Strength

PARAS

Number: **046**
Type: **Bug/Grass**

EVOLUTIONS:
Paras > Parasect

HP:	210
ATTACK:	170
DEFENSE:	130
SP. ATK:	110
SP. DEF:	130
SPEED:	80

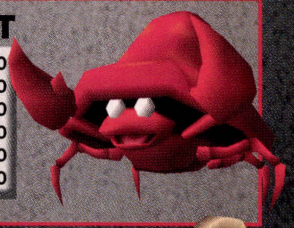
MACHINES:
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM28 - Dig
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
HM01 - Cut
HM05 - Flash

PARASECT

Number: **047**
Type: **Bug/Grass**

EVOLUTIONS:
Paras > Parasect

HP:	250
ATTACK:	220
DEFENSE:	180
SP. ATK:	140
SP. DEF:	180
SPEED:	80



MACHINES:
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM28 - Dig
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
HM01 - Cut
HM05 - Flash

PERSIAN

Number: **053**
Type: **Normal**

EVOLUTIONS:
Meowth > Persian

HP:	240
ATTACK:	110
DEFENSE:	120
SP. ATK:	70
SP. DEF:	70
SPEED:	150

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare

PHANPY

HP:	300
ATTACK:	150
DEFENSE:	150
SP. ATK:	90
SP. DEF:	90
SPEED:	100

Number: **231**
Type: **Ground**

EVOLUTIONS:
Phanpy > Donphan

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM04 - Strength

PICHU

HP:	170
ATTACK:	110
DEFENSE:	50
SP. ATK:	80
SP. DEF:	80
SPEED:	130

Number: **172**
Type: **Electric**

EVOLUTIONS:
Pichu > Pikachu > Raichu

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM05 - Flash

PIDGEOT

HP:	280
ATTACK:	180
DEFENSE:	160
SP. ATK:	150
SP. DEF:	150
SPEED:	210

Number: **018**
Type: **Normal/Flying**

EVOLUTIONS:
Pidgey > Pidgeotto > Pidgeot

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
HM02 - Fly

PIDGEOTTO

HP:	250
ATTACK:	150
DEFENSE:	140
SP. ATK:	120
SP. DEF:	120
SPEED:	160

Number: **017**
Type: **Normal/Flying**

EVOLUTIONS:
Pidgey > Pidgeotto > Pidgeot

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
HM02 - Fly

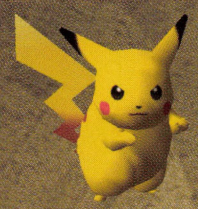
PIDGEY

HP:	200
ATTACK:	120
DEFENSE:	110
SP. ATK:	110
SP. DEF:	110
SPEED:	130

Number: **016**
Type: **Normal/Flying**

EVOLUTIONS:
Pidgey > Pidgeotto > Pidgeot

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
HM02 - Fly



PIKACHU

HP:	190
ATTACK:	140
DEFENSE:	80
SP. ATK:	120
SP. DEF:	100
SPEED:	190

Number: **025**
Type: **Electric**

EVOLUTIONS:
Pichu > Pikachu > Raichu

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM04 - Strength
HM05 - Flash

PILOSWINE

HP:	320
ATTACK:	210
DEFENSE:	180
SP. ATK:	150
SP. DEF:	150
SPEED:	120

Number: **221**
Type: **Ice/Ground**

EVOLUTIONS:
Swinub > Piloswine

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

PINECO

HP:	220
ATTACK:	140
DEFENSE:	200
SP. ATK:	90
SP. DEF:	90
SPEED:	50

Number: **204**
Type: **Bug**

EVOLUTIONS:
Pineco > Forretress

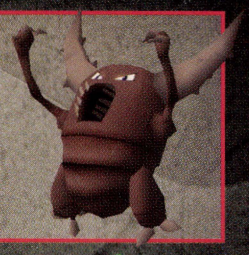
MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM40 - Defense Curl
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare
HM04 - Strength

PINSIR

Number: **127**
Type: **Bug**

EVOLUTIONS:
None

HP: 270
ATTACK: 290
DEFENSE: 210
SP. ATK: 120
SP. DEF: 150
SPEED: 190



MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

POLITOED

Number: **186**
Type: **Water**

EVOLUTIONS:
Poliwag > Poliwhirl • Poliwrath • Politoed

HP: 300
ATTACK: 170
DEFENSE: 170
SP. ATK: 200
SP. DEF: 220
SPEED: 160

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM29 - Psychic
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool
HM07 - Waterfall

POLIWAG

Number: **060**
Type: **Water**

EVOLUTIONS:
Poliwag > Poliwhirl • Poliwrath • Politoed

HP: 300
ATTACK: 240
DEFENSE: 180
SP. ATK: 210
SP. DEF: 170
SPEED: 210

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM03 - Surf
HM06 - Whirlpool
HM07 - Waterfall

POLIWHIRL

Number: **061**
Type: **Water**

EVOLUTIONS:
Poliwag > Poliwhirl • Poliwrath • Politoed

HP: 300
ATTACK: 240
DEFENSE: 180
SP. ATK: 210
SP. DEF: 170
SPEED: 210

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM29 - Psychic
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool
HM07 - Waterfall

POLIWRATH

Number: **062**
Type: **Water/ Fighting**

EVOLUTIONS:
Poliwag > Poliwhirl • Poliwrath • Politoed

HP: 310
ATTACK: 190
DEFENSE: 190
SP. ATK: 160
SP. DEF: 160
SPEED: 90

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM29 - Psychic
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool
HM07 - Waterfall

PONYTA

Number: **077**
Type: **Fire**

EVOLUTIONS:
Ponyta > Rapidash

HP: 230
ATTACK: 180
DEFENSE: 130
SP. ATK: 150
SP. DEF: 150
SPEED: 210

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM44 - Rest
TM45 - Attract

PORYGON

Number: **137**
Type: **Normal**

EVOLUTIONS:
Porygon > Porygon2

HP: 250
ATTACK: 140
DEFENSE: 170
SP. ATK: 200
SP. DEF: 180
SPEED: 100

MACHINES:
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM42 - Dream Eater
TM44 - Rest
TM46 - Thief
TM50 - Nightmare
HM05 - Flash

PORYGON2

Number: **233**
Type: **Normal**

EVOLUTIONS:
Porygon > Porygon2

HP: 300
ATTACK: 190
DEFENSE: 190
SP. ATK: 230
SP. DEF: 210
SPEED: 150

MACHINES:
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM42 - Dream Eater
TM44 - Rest
TM46 - Thief
TM50 - Nightmare
HM05 - Flash

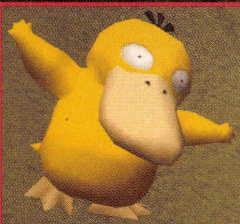
PRIMEAPE

HP: 260
ATTACK: 230
DEFENSE: 140
SP. ATK: 150
SP. DEF: 170
SPEED: 210

Number: **057**
Type: **Fighting**

EVOLUTIONS:
Mankey > Primeape

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength



PSYDUCK

HP: 220
ATTACK: 120
DEFENSE: 120
SP. ATK: 140
SP. DEF: 120
SPEED: 130

Number: **054**
Type: **Water**

EVOLUTIONS:
Psyduck > Golduck

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM04 - Strength
HM05 - Flash
HM06 - Whirlpool
HM07 - Waterfall

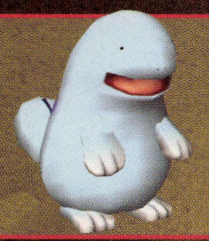
PUPITAR

HP: 310
ATTACK: 290
DEFENSE: 240
SP. ATK: 150
SP. DEF: 220
SPEED: 140

Number: **247**
Type: **Rock/Ground**

EVOLUTIONS:
Larvitar > Pupitar > Tyranitar

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM43 - Detect
TM44 - Rest
TM45 - Attract



QUAGSIRE

HP: 310
ATTACK: 190
DEFENSE: 190
SP. ATK: 160
SP. DEF: 160
SPEED: 90

Number: **195**
Type: **Water/Ground**

EVOLUTIONS:
Wooper > Quagsire

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM37 - Sandstorm
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM04 - Strength
HM05 - Flash
HM06 - Whirlpool

QUILAVA

HP: 250
ATTACK: 140
DEFENSE: 140
SP. ATK: 170
SP. DEF: 140
SPEED: 190

Number: **156**
Type: **Fire**

EVOLUTIONS:
Cyndaquil > Quilava > Typhlosion

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

QWILLFISH

HP: 250
ATTACK: 210
DEFENSE: 170
SP. ATK: 140
SP. DEF: 140
SPEED: 100

Number: **211**
Type: **Water/Poison**

EVOLUTIONS:
None

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM39 - Swift
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM06 - Whirlpool
HM07 - Waterfall

RAICHU

HP: 240
ATTACK: 210
DEFENSE: 130
SP. ATK: 200
SP. DEF: 180
SPEED: 210

Number: **026**
Type: **Electric**

EVOLUTIONS:
Pichu > Pikachu > Raichu

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM04 - Strength
HM05 - Flash

RAIKOU

HP: 300
ATTACK: 190
DEFENSE: 160
SP. ATK: 250
SP. DEF: 220
SPEED: 250

Number: **243**
Type: **Electric**

EVOLUTIONS:
None

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM39 - Swift
TM43 - Detect
TM44 - Rest
HM01 - Cut
HM04 - Strength
HM05 - Flash

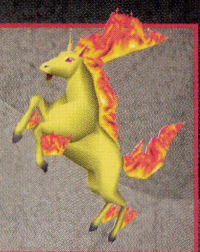
MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM44 - Rest
TM45 - Attract

RAPIDASH

Number: **078**
Type: **Fire**

EVOLUTIONS:
Ponyta > Rapidash

HP: 260
ATTACK: 220
DEFENSE: 100
SP. ATK: 190
SP. DEF: 190
SPEED: 240



MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM28 - Dig
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM01 - Cut
HM04 - Strength

RATICATE

Number: **020**
Type: **Normal**

EVOLUTIONS:
Rattata > Raticate

HP: 240
ATTACK: 180
DEFENSE: 140
SP. ATK: 120
SP. DEF: 160
SPEED: 200

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM27 - Return
TM28 - Dig
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM46 - Thief

RATTATA

Number: **019**
Type: **Normal**

EVOLUTIONS:
Rattata > Raticate

HP: 190
ATTACK: 150
DEFENSE: 80
SP. ATK: 60
SP. DEF: 80
SPEED: 160

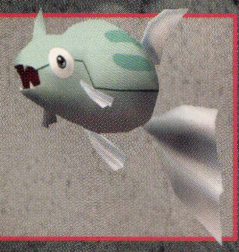
MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM03 - Surf
HM06 - Whirlpool

REMORAID

Number: **223**
Type: **Water**

EVOLUTIONS:
Remoraid > Octillery

HP: 200
ATTACK: 160
DEFENSE: 80
SP. ATK: 150
SP. DEF: 90
SPEED: 160



MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
TM49 - Fury Cutter
HM03 - Surf
HM04 - Strength

RHYDON

Number: **112**
Type: **Ground/Rock**

EVOLUTIONS:
Rhyhorn > Rhydon

HP: 340
ATTACK: 290
DEFENSE: 260
SP. ATK: 120
SP. DEF: 120
SPEED: 90

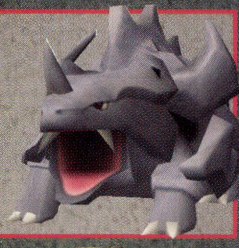
MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM44 - Rest
TM45 - Attract
HM04 - Strength

RHYHORN

Number: **111**
Type: **Ground/Rock**

EVOLUTIONS:
Rhyhorn > Rhydon

HP: 290
ATTACK: 210
DEFENSE: 220
SP. ATK: 90
SP. DEF: 90
SPEED: 80



MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM39 - Swift
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

SANDSHREW

Number: **027**
Type: **Ground**

EVOLUTIONS:
Sandshrew > Sandslash

HP: 220
ATTACK: 170
DEFENSE: 200
SP. ATK: 50
SP. DEF: 70
SPEED: 100

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM39 - Swift
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

SANDSLASH

Number: **028**
Type: **Ground**

EVOLUTIONS:
Sandshrew > Sandslash

HP: 270
ATTACK: 210
DEFENSE: 250
SP. ATK: 100
SP. DEF: 120
SPEED: 140

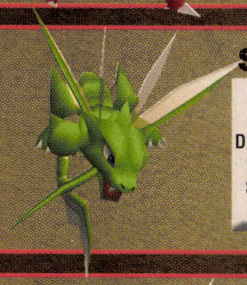
SCIZOR

HP:	270
ATTACK:	280
DEFENSE:	220
SP. ATK:	130
SP. DEF:	180
SPEED:	140

Number: **212**
Type: **Bug/Steel**

EVOLUTIONS:
Scyther > Scizor

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength



SCYTHER

HP:	270
ATTACK:	230
DEFENSE:	180
SP. ATK:	140
SP. DEF:	190
SPEED:	240

Number: **123**
Type: **Bug/Flying**

EVOLUTIONS:
Scyther > Scizor

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
TM49 - Fury Cutter
HM01 - Cut

SEADRA

HP:	270
ATTACK:	130
DEFENSE:	130
SP. ATK:	180
SP. DEF:	140
SPEED:	100

Number: **117**
Type: **Water**

EVOLUTIONS:
Horsea > Seadra > Kingdra

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM24 - Dragonbreath
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM06 - Whirlpool
HM07 - Waterfall

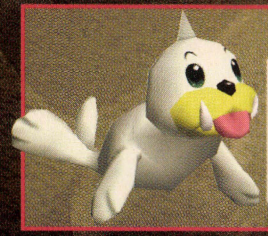
SEAKING

HP:	270
ATTACK:	220
DEFENSE:	150
SP. ATK:	140
SP. DEF:	170
SPEED:	150

Number: **119**
Type: **Water**

EVOLUTIONS:
Goldeen > Seaking

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM07 - Waterfall



SEEL

HP:	250
ATTACK:	100
DEFENSE:	150
SP. ATK:	110
SP. DEF:	160
SPEED:	100

Number: **086**
Type: **Water**

EVOLUTIONS:
Seel > Dewgong

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM06 - Whirlpool
HM07 - Waterfall

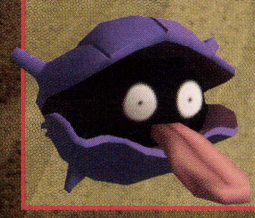
SENTRET

HP:	200
ATTACK:	120
DEFENSE:	90
SP. ATK:	80
SP. DEF:	100
SPEED:	60

Number: **161**
Type: **Normal**

EVOLUTIONS:
Sentret > Furret

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM49 - Fury Cutter
HM01 - Cut
HM03 - Surf



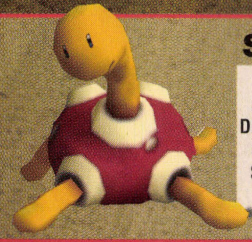
SHELLDER

HP:	190
ATTACK:	150
DEFENSE:	210
SP. ATK:	120
SP. DEF:	80
SPEED:	100

Number: **090**
Type: **Water**

EVOLUTIONS:
Shellder > cloyster

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM06 - Whirlpool



SHUCKLE

HP:	160
ATTACK:	40
DEFENSE:	480
SP. ATK:	40
SP. DEF:	480
SPEED:	20

Number: **213**
Type: **Bug/Rock**

EVOLUTIONS:
None

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM37 - Sandstorm
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM04 - Strength
HM05 - Flash

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM39 - Swift
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM06 - Whirlpool
HM07 - Waterfall

SKARMORY

Number: **227**
Type: **Steel/Flying**

EVOLUTIONS:
None

HP: 250
ATTACK: 180
DEFENSE: 290
SP. ATK: 110
SP. DEF: 170
SPEED: 160

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM05 - Flash

SKIPLOOM

Number: **188**
Type: **Grass/Flying**

EVOLUTIONS:
Hoppip > Skiploom > Jumpluff

HP: 240
ATTACK: 120
DEFENSE: 120
SP. ATK: 120
SP. DEF: 160
SPEED: 180

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
TM50 - Nightmare
HM03 - Surf
HM04 - Strength
HM05 - Flash

SLOWBRO

Number: **080**
Type: **Water/ Psychic**

EVOLUTIONS:
Slowpoke > Slowbro > Slowking

HP: 300
ATTACK: 170
DEFENSE: 240
SP. ATK: 240
SP. DEF: 200
SPEED: 70

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
TM50 - Nightmare
HM03 - Surf
HM04 - Strength
HM05 - Flash
HM06 - Whirlpool

SLOWKING

Number: **199**
Type: **Water/ Psychic**

EVOLUTIONS:
Slowpoke > Slowbro > Slowking

HP: 310
ATTACK: 280
DEFENSE: 180
SP. ATK: 220
SP. DEF: 240
SPEED: 80

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM50 - Nightmare
HM03 - Surf
HM04 - Strength
HM05 - Flash

SLOWPOKE

Number: **079**
Type: **Water/ Psychic**

EVOLUTIONS:
Slowpoke > Slowbro > Slowking

HP: 290
ATTACK: 100
DEFENSE: 100
SP. ATK: 100
SP. DEF: 100
SPEED: 50

MACHINES:
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract

SLUGMA

Number: **218**
Type: **Fire**

EVOLUTIONS:
Slugma > Magcargo

HP: 220
ATTACK: 130
DEFENSE: 270
SP. ATK: 190
SP. DEF: 190
SPEED: 80

MACHINES:
[None]

SMEARGLE

Number: **235**
Type: **Normal**

EVOLUTIONS:
None

HP: 250
ATTACK: 70
DEFENSE: 80
SP. ATK: 60
SP. DEF: 110
SPEED: 160

MACHINES:
TM01 - Dynamicpunch
TM03 - Curse
TM06 - Toxic
TM09 - Psych Up
TM10 - Hidden Power
TM12 - Sweet Scent
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM28 - Dig
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare

SMOOCHUM

Number: **238**
Type: **Ice/Psychic**

EVOLUTIONS:
Smoochum > Jynx

HP: 220
ATTACK: 80
DEFENSE: 50
SP. ATK: 190
SP. DEF: 150
SPEED: 150

SNEASEL

HP:	240
ATTACK:	210
DEFENSE:	130
SP. ATK:	90
SP. DEF:	170
SPEED:	250

Number: **215**
Type: **Dark/Ice**

EVOLUTIONS:
None

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Fury Cutter
TM50 - Nightmare
HM01 - Cut
HM03 - Surf
HM04 - Strength

SNORLAX

HP:	450
ATTACK:	230
DEFENSE:	150
SP. ATK:	100
SP. DEF:	250
SPEED:	70

Number: **143**
Type: **Normal**

EVOLUTIONS:
None

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM25 - Thunder
TM26 - Earthquake
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM40 - Defense Curl
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
HM03 - Surf
HM04 - Strength

SNUBBULL

HP:	250
ATTACK:	180
DEFENSE:	130
SP. ATK:	110
SP. DEF:	110
SPEED:	70

Number: **209**
Type: **Normal**

EVOLUTIONS:
Snubbull > Granbull

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM40 - Defense Curl
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength

SPEAROW

HP:	210
ATTACK:	150
DEFENSE:	80
SP. ATK:	80
SP. DEF:	80
SPEED:	170

Number: **021**
Type: **Normal/Flying**

EVOLUTIONS:
Spearow > Fearow

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing
HM02 - Fly

SPINARAK

HP:	200
ATTACK:	150
DEFENSE:	90
SP. ATK:	110
SP. DEF:	110
SPEED:	80

Number: **167**
Type: **Bug/Poison**

EVOLUTIONS:
Spinarak > Ariados

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM28 - Dig
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM05 - Flash

SQUIRTLE

HP:	220
ATTACK:	130
DEFENSE:	150
SP. ATK:	120
SP. DEF:	140
SPEED:	100

Number: **007**
Type: **Water**

EVOLUTIONS:
Squirtle > Wartortle > Blastoise

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool
HM07 - Waterfall

STANTLER

HP:	270
ATTACK:	200
DEFENSE:	140
SP. ATK:	190
SP. DEF:	190
SPEED:	200

Number: **234**
Type: **Normal**

EVOLUTIONS:
None

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM29 - Psychic
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare
HM05 - Flash

STARMIE

HP:	230
ATTACK:	170
DEFENSE:	190
SP. ATK:	220
SP. DEF:	190
SPEED:	250

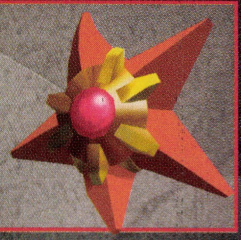
Number: **121**
Type: **Water/Psychic**

EVOLUTIONS:
Staryu > Starmie

MACHINES:
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM42 - Dream Eater
TM44 - Rest
TM45 - Attract
TM50 - Nightmare
HM03 - Surf
HM05 - Flash
HM06 - Whirlpool
HM07 - Waterfall

MACHINES:
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM05 - Flash
HM06 - Whirlpool
HM07 - Waterfall

STARYU



Number: **120**
Type: **Water**

EVOLUTIONS:
Staryu > Starmie

HP: 180
ATTACK: 110
DEFENSE: 140
SP. ATK: 170
SP. DEF: 140
SPEED: 180

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM04 - Strength

STEELIX

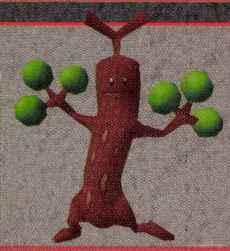
Number: **208**
Type: **Steel/Ground**

EVOLUTIONS:
Onix > Steelix

HP: 270
ATTACK: 200
DEFENSE: 420
SP. ATK: 130
SP. DEF: 150
SPEED: 70

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM40 - Defense Curl
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
HM04 - Strength

SUDOWOODO



Number: **185**
Type: **Rock**

EVOLUTIONS:
None

HP: 270
ATTACK: 190
DEFENSE: 150
SP. ATK: 200
SP. DEF: 150
SPEED: 190

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM39 - Swift
TM43 - Detect
TM44 - Rest
HM01 - Cut
HM03 - Surf
HM06 - Whirlpool
HM07 - Waterfall

SUICUNE

Number: **245**
Type: **Water**

EVOLUTIONS:
None

HP: 330
ATTACK: 170
DEFENSE: 250
SP. ATK: 200
SP. DEF: 250
SPEED: 200

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM05 - Flash

SUNFLORA

Number: **192**
Type: **Grass**

EVOLUTIONS:
Sunkern > Sunflora

HP: 270
ATTACK: 170
DEFENSE: 130
SP. ATK: 230
SP. DEF: 190
SPEED: 80

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM05 - Flash

SUNKERN

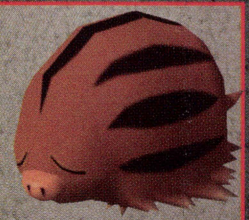
Number: **191**
Type: **Grass**

EVOLUTIONS:
Sunkern > Sunflora

HP: 190
ATTACK: 80
DEFENSE: 80
SP. ATK: 80
SP. DEF: 80
SPEED: 80

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM04 - Strength

SWINUB



Number: **220**
Type: **Ice/Ground**

EVOLUTIONS:
Swinub > Piloswine

HP: 230
ATTACK: 120
DEFENSE: 100
SP. ATK: 80
SP. DEF: 80
SPEED: 110

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM01 - Cut
HM05 - Flash

TANGELA

Number: **114**
Type: **Grass**

EVOLUTIONS:
None

HP: 250
ATTACK: 140
DEFENSE: 250
SP. ATK: 210
SP. DEF: 90
SPEED: 150

TAUROS

HP: 270
ATTACK: 210
DEFENSE: 200
SP. ATK: 110
SP. DEF: 170
SPEED: 260

Number: **128**
Type: **Normal**

EVOLUTIONS:
None

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM25 - Thunder
TM26 - Earthquake
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM04 - Strength

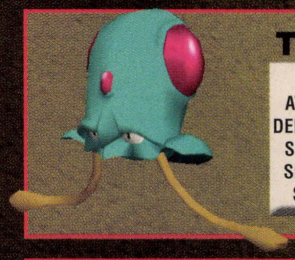
TEDDIURSA

HP: 240
ATTACK: 180
DEFENSE: 120
SP. ATK: 130
SP. DEF: 130
SPEED: 100

Number: **216**
Type: **Normal**

EVOLUTIONS:
Teddiursa > Ursaring

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength



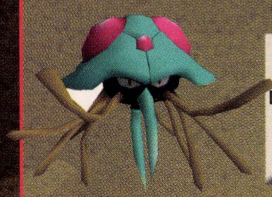
TENTACOOL

HP: 280
ATTACK: 170
DEFENSE: 140
SP. ATK: 180
SP. DEF: 260
SPEED: 210

Number: **072**
Type: **Water/Poison**

EVOLUTIONS:
Tentacool > Tentacruel

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM03 - Surf
HM06 - Whirlpool



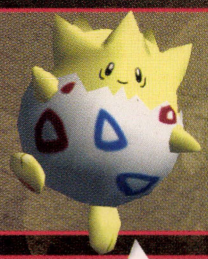
TENTACRUEL

HP: 300
ATTACK: 160
DEFENSE: 160
SP. ATK: 200
SP. DEF: 280
SPEED: 220

Number: **073**
Type: **Water/Poison**

EVOLUTIONS:
Tentacool > Tentacruel

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM03 - Surf
HM06 - Whirlpool



TOGEPI

HP: 190
ATTACK: 50
DEFENSE: 150
SP. ATK: 100
SP. DEF: 150
SPEED: 60

Number: **175**
Type: **Normal**

EVOLUTIONS:
Togepi > Togetic

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM40 - Defense Curl
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM05 - Flash

TOGETIC

HP: 230
ATTACK: 100
DEFENSE: 190
SP. ATK: 180
SP. DEF: 230
SPEED: 100

Number: **176**
Type: **Normal/Flying**

EVOLUTIONS:
Togepi > Togetic

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM40 - Defense Curl
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM47 - Steel Wing
HM02 - Fly
HM05 - Flash

TOTODILE

HP: 220
ATTACK: 150
DEFENSE: 150
SP. ATK: 110
SP. DEF: 120
SPEED: 100

Number: **158**
Type: **Water**

EVOLUTIONS:
Totodile > Croconaw > Feraligatr

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM03 - Surf
HM06 - Whirlpool

TYPHLOSION

HP: 290
ATTACK: 200
DEFENSE: 170
SP. ATK: 230
SP. DEF: 180
SPEED: 230

Number: **157**
Type: **Fire**

EVOLUTIONS:
Cyndaquil > Quilava > Typhlosion

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM40 - Defense Curl
TM41 - Thunderpunch
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

TYRANITAR

Number: **248**
Type: **Rock/Dark**

EVOLUTIONS:
Larvitar > Pupitar > Tyranitar

HP:	310
ATTACK:	290
DEFENSE:	240
SP. ATK:	150
SP. DEF:	220
SPEED:	140

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM24 - Dragonbreath
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM38 - Fire Blast
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
TM49 - Fury Cutter
TM50 - Nightmare
HM01 - Cut
HM03 - Surf
HM04 - Strength

TYROGUE

Number: **236**
Type: **Fighting**

EVOLUTIONS:
Tyrogue • Hitmonlee • Hitmonchan • Hitmontop

HP:	250
ATTACK:	150
DEFENSE:	150
SP. ATK:	160
SP. DEF:	160
SPEED:	160

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM08 - Rock Smash
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM04 - Strength

UMBREON

Number: **197**
Type: **Dark**

EVOLUTIONS:
Eevee > Vaporeon > Flareon > Umbreon > Jolteon >Espeon

HP:	320
ATTACK:	150
DEFENSE:	240
SP. ATK:	150
SP. DEF:	290
SPEED:	140

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM50 - Nightmare
HM01 - Cut
HM05 - Flash

UNOWN

Number: **201**
Type: **Psychic**

EVOLUTIONS:
None

HP:	240
ATTACK:	110
DEFENSE:	120
SP. ATK:	70
SP. DEF:	70
SPEED:	150

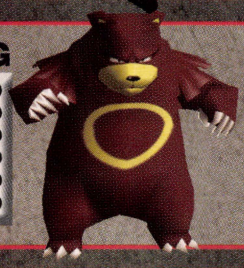
MACHINES:
[None]

URSARING

Number: **217**
Type: **Normal**

EVOLUTIONS:
Teddiursa > Ursaring

HP:	300
ATTACK:	220
DEFENSE:	170
SP. ATK:	170
SP. DEF:	170
SPEED:	140



MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM40 - Defense Curl
TM41 - Thunderpunch
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Fire Punch
TM49 - Fury Cutter
HM01 - Cut
HM04 - Strength

VAPOREON

Number: **134**
Type: **Water**

EVOLUTIONS:
Eevee > Vaporeon > Flareon > Umbreon > Jolteon >Espeon

HP:	380
ATTACK:	160
DEFENSE:	150
SP. ATK:	240
SP. DEF:	210
SPEED:	160

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM06 - Whirlpool
HM07 - Waterfall

VENOMOTH

Number: **049**
Type: **Bug/Poison**

EVOLUTIONS:
Venonat > Venomoth

HP:	300
ATTACK:	160
DEFENSE:	160
SP. ATK:	250
SP. DEF:	200
SPEED:	130

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM39 - Swift
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM05 - Flash

VENONAT

Number: **048**
Type: **Bug/Poison**

EVOLUTIONS:
Venonat > Venomoth

HP:	250
ATTACK:	220
DEFENSE:	180
SP. ATK:	140
SP. DEF:	180
SPEED:	80

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM39 - Swift
TM44 - Rest
TM45 - Attract
TM46 - Thief

VENUSAUR

HP: 300
ATTACK: 200
DEFENSE: 200
SP. ATK: 240
SP. DEF: 240
SPEED: 200

Number: **003**
Type: **Grass/Poison**

EVOLUTIONS:
Bulbasaur > Ivysaur > Venusaur

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
TM49 - Fury Cutter
HM01 - Cut
HM05 - Flash

VICTREEBEL

HP: 290
ATTACK: 220
DEFENSE: 150
SP. ATK: 210
SP. DEF: 131
SPEED: 180

Number: **071**
Type: **Grass/Poison**

EVOLUTIONS:
Bellsprout > Weepinbell > Victreebell

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM05 - Flash

VILEPLUME

HP: 300
ATTACK: 160
DEFENSE: 160
SP. ATK: 250
SP. DEF: 200
SPEED: 130

Number: **045**
Type: **Grass/Poison**

EVOLUTIONS:
Oddish > Gloom •Vileplume •Bellosom

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM05 - Flash

VOLTORB

HP: 200
ATTACK: 70
DEFENSE: 140
SP. ATK: 120
SP. DEF: 120
SPEED: 240

Number: **100**
Type: **Electric**

EVOLUTIONS:
Voltorb > Electrode

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM13 - Snore
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM44 - Rest
HM05 - Flash

VULPIX

HP: 200
ATTACK: 100
DEFENSE: 110
SP. ATK: 130
SP. DEF: 160
SPEED: 150

Number: **037**
Type: **Fire**

EVOLUTIONS:
Vulpix > Ninetales

MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM39 - Swift
TM44 - Rest
TM45 - Attract

WARTORTLE

HP: 240
ATTACK: 140
DEFENSE: 190
SP. ATK: 140
SP. DEF: 170
SPEED: 140

Number: **008**
Type: **Water**

EVOLUTIONS:
Squirtle > Wartortle > Blastoise

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM14 - Blizzard
TM16 - Icy Wind
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM04 - Strength
HM06 - Whirlpool
HM07 - Waterfall

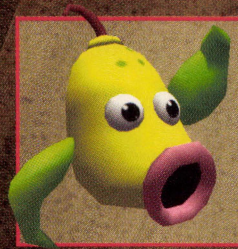
WEEDLE

HP: 200
ATTACK: 90
DEFENSE: 90
SP. ATK: 50
SP. DEF: 50
SPEED: 120

Number: **013**
Type: **Bug/Poison**

EVOLUTIONS:
Weedle > Kakuna > Beedrill

MACHINES:
[None]



WEEPINBELL

HP: 250
ATTACK: 200
DEFENSE: 120
SP. ATK: 190
SP. DEF: 110
SPEED: 140

Number: **070**
Type: **Grass/Poison**

EVOLUTIONS:
Bellsprout > Weepinbell > Victreebell

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Sweet Scent
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM44 - Rest
TM45 - Attract
HM01 - Cut
HM05 - Flash

WEEZING

Number: **110**
Type: **Poison**

EVOLUTIONS:
Koffing > Weezing

HP:	240
ATTACK:	200
DEFENSE:	250
SP. ATK:	190
SP. DEF:	160
SPEED:	150

MACHINES:
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM17 - Protect
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM38 - Fire Blast
TM44 - Rest
TM45 - Attract
TM46 - Thief

WIGGLYTUFF

Number: **040**
Type: **Normal**

EVOLUTIONS:
Igglybuff > Jigglypuff > Wigglytuff

HP:	420
ATTACK:	160
DEFENSE:	120
SP. ATK:	170
SP. DEF:	120
SPEED:	100

MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM07 - Zap Cannon
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM14 - Blizzard
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM25 - Thunder
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM38 - Fire Blast
TM40 - Defense Curl
TM41 - Thunderpunch
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM48 - Fire Punch
TM50 - Nightmare
HM04 - Strength
HM05 - Flash

WOBBUFFET

Number: **202**
Type: **Psychic**

EVOLUTIONS:
None

HP:	510
ATTACK:	90
DEFENSE:	130
SP. ATK:	90
SP. DEF:	140
SPEED:	80

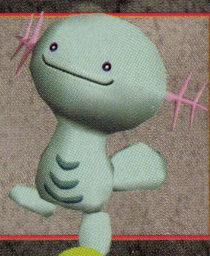
MACHINES:
[None]

WOOPER

Number: **194**
Type: **Water/ Ground**

EVOLUTIONS:
Wooper > Quagsire

HP:	240
ATTACK:	110
DEFENSE:	120
SP. ATK:	70
SP. DEF:	70
SPEED:	150



MACHINES:
TM01 - Dynamicpunch
TM02 - Headbutt
TM03 - Curse
TM04 - Rollout
TM06 - Toxic
TM08 - Rock Smash
TM10 - Hidden Power
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Mud-Slap
TM32 - Double Team
TM33 - Ice Punch
TM34 - Swagger
TM35 - Sleep Talk
TM36 - Sludge Bomb
TM37 - Sandstorm
TM40 - Defense Curl
TM44 - Rest
TM45 - Attract
HM03 - Surf
HM05 - Flash
HM06 - Whirlpool

XATU

Number: **178**
Type: **Psychic/Flying**

EVOLUTIONS:
Natu > Xatu

HP:	260
ATTACK:	180
DEFENSE:	160
SP. ATK:	210
SP. DEF:	160
SPEED:	200

MACHINES:
TM03 - Curse
TM06 - Toxic
TM09 - Psych Up
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM29 - Psychic
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM42 - Dream Eater
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM50 - Nightmare
HM02 - Fly
HM05 - Flash

YANMA

Number: **193**
Type: **Bug/Flying**

EVOLUTIONS:
None

HP:	260
ATTACK:	150
DEFENSE:	120
SP. ATK:	180
SP. DEF:	120
SPEED:	210

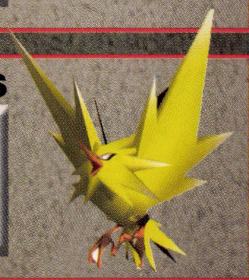
MACHINES:
TM02 - Headbutt
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
HM05 - Flash

ZAPDOS

Number: **145**
Type: **Electric/Flying**

EVOLUTIONS:
None

HP:	300
ATTACK:	190
DEFENSE:	200
SP. ATK:	260
SP. DEF:	190
SPEED:	210



MACHINES:
TM03 - Curse
TM05 - Roar
TM06 - Toxic
TM07 - Zap Cannon
TM08 - Rock Smash
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM20 - Endure
TM21 - Frustration
TM25 - Thunder
TM27 - Return
TM31 - Mud-Slap
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM37 - Sandstorm
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM47 - Steel Wing
HM02 - Fly
HM05 - Flash

ZUBAT

Number: **041**
Type: **Poison/Flying**

EVOLUTIONS:
Zubat > Golbat > Crobat

HP:	200
ATTACK:	110
DEFENSE:	100
SP. ATK:	70
SP. DEF:	90
SPEED:	120

MACHINES:
TM03 - Curse
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Snore
TM17 - Protect
TM19 - Giga Drain
TM20 - Endure
TM21 - Frustration
TM27 - Return
TM32 - Double Team
TM34 - Swagger
TM35 - Sleep Talk
TM39 - Swift
TM43 - Detect
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM47 - Steel Wing

Attacks & Abilities

TECHNIQUES	TYPES	PWR	ACC	PP	ATTACK DESCRIPTIONS	HM/TM
Absorb	GRS	20	100	20	Refills Hp by half of damage dealt to opponent.	
Acid	PSN	40	100	30	Added Effect: Reduces opponent's Defense (10% success).	
Acid Armor	PSN	—	100	40	Greatly raises user's Defense.	
Aeroblast	FLY	100	95	5	Likely to become a critical hit.	
Agility	PSY	—	100	30	Greatly raises user's Speed.	
Amnesia	PSY	—	100	20	Greatly raises user's Special Defense.	
Ancientpower	RCK	60	100	5	Added Effect: Raises all user's abilities (10% success).	
Attract	NRM	—	100	15	Prevents opp. sex opponent from attacking (50% success).	TM45
Aurora Beam	ICE	65	100	20	Added Effect: Reduces opponent's Attack (10% success).	
Barrage	NRM	15	85	20	Attacks 2-5 times in one turn.	
Barrier	PSY	—	—	30	Greatly raises user's Defense.	
Baton Pass	NRM	—	100	40	Swaps Pokémon: New Pokémon gains any stat and status changes.	
Beat Up	DRK	10	100	10	Healthy Pokémon on team appear to pummel opponent.	
Belly Drum	NRM	—	100	10	Raises attack to Max but loses half of Max HP.	
Bide	NRM	—	100	10	Deals damage = 2X opponent's attacks after 2-3 turns.	
Bind	NRM	15	75	20	Traps and attacks opponent continuously for 2-5 turns.	
Bite	DRK	60	100	25	Added Effect: Opponent Flinches (30% success).	
Blizzard	ICE	120	70	5	Added Effect: Freezes opponent (10% success).	TM14
Body Slam	NRM	85	100	15	Added Effect: Paralyzes opponent (30% success).	
Bone Club	GRD	65	85	20	Added Effect: Opponent Flinches (10% success).	
Bone Rush	GRD	25	80	10	Attacks 2-5 times in one turn.	
Bonemerang	GRD	50	90	10	Attacks twice in one turn.	
Bubble	WTR	20	100	30	Added Effect: Reduces opponent's Speed (10% success).	
Bubblebeam	WTR	65	100	20	Added Effect: Reduces opponent's Speed (10% success).	
Charm	NRM	—	100	20	Greatly reduces opponent's Attack.	
Clamp	WTR	35	75	10	Traps and attacks opponent continuously for 2-5 turns.	
Comet Punch	NRM	18	85	15	Attacks 2-5 times in one turn.	
Confuse Ray	GHO	—	100	10	Confuses opponent.	
Confusion	PSY	50	100	25	Added Effect: Confuses opponent (10% success).	
Constrict	NRM	10	100	35	Added Effect: Reduces opponent's speed (10% success).	
Conversion	NRM	—	100	30	Change Pokémon's type into one that your oppt's last move is weak against.	
Cotton Spore	GRS	—	85	40	Greatly reduces opponent's Speed.	
Counter	FTG	—	100	20	Attacks 2nd, deals 2X non-Special damage just received.	
Crabhammer	WTR	90	85	10	Likely to become a critical hit.	
Cross Chop	FTG	100	80	5	Likely to become a critical hit.	
Crunch	DRK	80	100	15	Added Effect: Reduces Special Defense (20% success).	
Curse	???	—	100	10	If used by Ghost, cuts own HP by 1/2, hurts opponent each turn.	TM3
Cut	NRM	50	95	30	Field: Cuts small trees.	HM1
Defense Curl	NRM	—	100	40	Raises Defense.	TM40
Destiny Bond	GHO	—	100	5	If user Faints, opponent Faints too.	
Detect	FTG	—	100	5	Protects from any attack, If used again success % decreases.	TM43
Dig	GRD	60	100	10	Attacks on 2nd turn/Field: Escapes from caves.	TM28
Disable	NRM	—	55	20	Disable opponent's last used move for a few turns.	
Dizzy Punch	NRM	70	100	10	Added Effect: Confuses opponent (20% success).	
Double Kick	FTG	30	100	30	Attacks twice in one turn.	
Double Team	NRM	—	—	15	Raises user's Evasion.	TM32
Double-Edge	NRM	120	100	15	1/4 of damage dealt is also dealt to user.	
Doubleslap	NRM	15	85	10	Attacks 2-5 times in one turn.	
Dragonbreath	DRA	60	100	20	Added Effect: Paralyzes opponent (30% success).	TM24

ATTACKS IN WHITE ARE SPECIAL ATTACKS

Attacks & Abilities

TECHNIQUES	TYPES	PWR	ACC	PP	ATTACK DESCRIPTIONS	HM/TM
Dragon Rage	DRA	40	100	10	Deals 40 damage, regardless of Type and Defense.	
Dream Eater	PSY	100	100	15	Only hits Sleeping opponents. Gain HP equal to 1/2 damage dealt.	TM42
Drill Peck	FLY	80	100	20	No special properties.	
Dynamicpunch	FTG	100	50	5	Whenever it hits, Confuses opponent.	TM1
Earthquake	GRD	100	100	10	2x damage against underground opponents.	TM26
Egg Bomb	NRM	100	75	10	No special properties.	
Ember	FIR	40	100	25	Added Effect: Burns opponent (10% success).	
Encore	NRM	—	100	5	Opponent must repeat last attack 2-6 times.	
Endure	NRM	—	100	10	User survives with 1 HP. If used again, success % decreases.	TM20
Explosion	NRM	250	100	5	After using this move, user Faint.	
Extremespeed	NRM	80	100	5	Always attacks before opponent, regardless of Speed.	
Faint Attack	DRK	60	—	20	Always hits (even during opponent's Dig, Fly, etc.)	
False Swipe	NRM	40	100	40	Always leaves opponent with at least 1 HP.	
Fire Blast	FIR	120	85	5	Added Effect: Burns opponent (10% success).	TM38
Fire Punch	FIR	75	100	15	Added Effect: Burns opponent (10% success).	TM48
Fire Spin	FIR	15	70	15	Traps and attacks opponent continuously for 2-5 turns.	
Fissure	GRD	—	30	5	If it hits, opponent Faints. Will hit underground opponents. No effects against opponents with higher level, and Flying-type Pokémon.	
Flail	NRM	—	100	15	Gains power based on how little HP user has.	
Flame Wheel	FIR	60	100	25	Added Effect: Burns opponent (10% success). Cures Freeze.	
Flamethrower	FIR	95	100	15	Added Effect: Burns opponent (10% success).	
Flash	NRM	—	70	20	Reduces opponent's Accuracy/Field: Lights up caves.	HM5
Fly	FLY	70	95	15	Attacks on 2nd turn/Field: Fly to areas you've already visited.	HM2
Focus Energy	NRM	—	100	30	Next move will likely be a critical hit.	
Foresight	NRM	—	100	40	Normalize oppt's Evasion. Normal-type attacks can hit Ghost.	
Frustration	NRM	—	100	20	Gains Power based on how unhappy user is.	TM21
Fury Attack	NRM	15	85	20	Attacks 2-5 times in one turn.	
Fury Cutter	BUG	10	95	20	If used consecutively, Power doubles each turn until misses.	TM49
Fury Swipes	NRM	18	80	15	Attacks 2-5 times in one turn.	
Future Sight	PSY	80	90	15	Attacks opponent two turns later.	
Giga Drain	GRS	60	100	5	Refills HP by half of damage dealt to opponent.	TM19
Glare	NRM	—	75	30	Paralyzes opponent.	
Growl	NRM	—	100	40	Reduces opponent's Attack.	
Growth	NRM	—	100	40	Raises user's Special Attack.	
Guillotine	NRM	—	30	5	If it hits, opponent Faints. No chance hitting opponent with higher level.	
Gust	FLY	40	100	35	2x damage against opponents using fly.	
Harden	NRM	—	100	30	Raises user's Defense.	
Haze	ICE	—	100	30	Eliminates status changes.	
Headbutt	NRM	70	100	15	Added Effect: Oppt.Flinches (30%)/Field: Knock Pokémon from trees.	TM2
Heal Bell	NRM	—	—	5	Heals all status conditions of all of your Pokémon.	
Hi Jump Kick	FTG	85	90	20	If misses, user receives 1/8 of damage attack would have dealt.	
Hidden Power	NRM	—	100	15	Type and Power changes depending on Pokémon using it.	TM10
Horn Attack	NRM	65	100	25	No special properties.	
Horn Drill	NRM	—	30	5	If it hits, opponent Faints. Can't hit if opponent level is higher.	
Hydro Pump	WTR	120	80	5	No special properties.	
Hyper Beam	NRM	150	90	5	User can't do anything on turn after attack.	TM15
Hyper Fang	NRM	80	90	15	Added Effect: Opponent Flinches (10% success).	
Hypnosis	PSY	—	60	20	Puts opponent to Sleep.	
Ice Beam	ICE	95	100	10	Added Effect: Freezes opponent (10% success).	

ATTACKS IN WHITE ARE SPECIAL ATTACKS

Attacks & Abilities

TECHNIQUES	TYPES	PWR	ACC	PP	ATTACK DESCRIPTIONS	HM/TM
Ice Punch	ICE	75	100	15	Added Effect: Freezes opponent (10% success).	TM33
Icy Wind	ICE	55	95	15	Added Effect: Reduces opponent's Speed (100% success).	TM16
Iron Tail	STL	100	75	15	Added Effect: Reduces opponent's Defense (30% success).	TM23
Jump Kick	FTG	70	95	25	If misses, user receives 1/8 of damage attack would have dealt.	
Karate Chop	FTG	50	100	25	Likely to become a critical hit.	
Kinesis	PSY	—	80	15	Reduces opponent's Accuracy.	
Leech Life	BUG	20	100	15	Refills HP by half of damage dealt to opponent.	
Leech Seed	GRS	—	90	10	Steals a bit of HP from opponent every turn until Seeded Pokémon Faints. No effects against Grass Pokémon.	
Leer	NRM	—	100	30	Reduces opponent's Defense.	
Lick	GHO	20	100	30	Added Effect: Paralyzes opponent (30% success).	
Light Screen	PSY	—	100	30	Reduces damage from opponent's Special attacks by 1/2 for 5 turns.	
Lock-On	NRM	—	100	5	User's next attack will always hit.	
Lovely Kiss	NRM	—	75	10	Puts opponent to Sleep.	
Low Kick	FTG	50	90	20	Added Effect: Opponent Flinches (30% success).	
Mach Punch	FTG	40	100	30	Always attacks before opponent, regardless of Speed.	
Magnitude	GRD	—	100	30	Power randomly changes (10,30, 50, 70, 90, 110, 150). 2x damage against Pokémon using dig.	
Mean Look	NRM	—	100	5	Opponent can't escape while user is in battle.	
Meditate	PSY	—	100	40	Raises user's Attack.	
Mega Drain	GRS	40	100	10	Refills HP by half of damage dealt to opponent.	
Mega Kick	NRM	120	75	5	No special properties.	
Mega Punch	NRM	80	85	20	No special properties.	
Megahorn	BUG	120	85	10	No special properties.	
Metal Claw	STL	50	95	35	Added Effect: Raises user's Attack (10% success).	
Metronome	NRM	—	100	10	Uses a randomly selected technique.	
Milk Drink	NRM	—	100	10	Refills 1/2 of HP Max/Field: Shares 1/5 of own HP with team.	
Mimic	NRM	—	100	10	Copies last attack opponent used till end of battle.	
Mind Reader	NRM	—	100	5	User's next attack will always hit.	
Minimize	NRM	—	100	20	Raises user's Evasion.	
Mirror Coat	PSY	—	100	20	Attacks 2nd, deals 2X Special damage just received.	
Mirror Move	FLY	—	100	20	Hits opponent with last technique it hit you with.	
Mist	ICE	—	100	30	Protects from all moves that lower Pokémon abilities.	
Moonlight	NRM	—	100	5	Refills 1/2 of HP. Efficacy changes based on time of day. If sunny user receives full HP. If raining or in Sandstorm then user receives 1/4 HP.	
Morning Sun	NRM	—	100	5	Refills HP. Efficacy changes based on time of day. If sunny user receives full HP. If raining or in Sandstorm then user receives 1/4 HP.	
Mud Slap	GRD	20	100	10	Added Effect: Reduces opponent's Accuracy.	TM31
Night Shade	GHO	—	100	15	Deals damage equal to users level, regardless of Type and Defense.	
Nightmare	GHO	—	100	15	Use only while opponent sleeps. Deals damage every turn.	TM50
Octazooka	WTR	65	85	10	Added Effect: Reduces opponent's Accuracy (50% success).	
Outrage	DRA	90	100	15	Attacks 2-3 turns in a row, then user becomes Confused.	
Pain Split	NRM	—	100	20	Combines user's and opponent's HP, and gives half to each.	
Pay Day	NRM	40	100	20	You gain money equal to double user's level (per attack).	
Peck	FLY	35	100	35	No special properties.	
Perish Song	NRM	—	100	5	Both Pokémon will Faint in 3 turns, unless either is switched.	
Petal Dance	GRS	70	100	20	Attacks 2-3 turns in a row, then user becomes Confused.	
Pin Missile	BUG	14	85	20	Attacks 2-5 times in one turn.	
Poison Gas	PSN	—	55	40	Opponent becomes Poisoned.	

ATTACKS IN WHITE ARE SPECIAL ATTACKS

Attacks & Abilities

TECHNIQUES	TYPES	PWR	ACC	PP	ATTACK DESCRIPTIONS	HM/TM
Poisonpowder	PSN	—	75	35	Opponent becomes Poisoned.	
Poison Sting	PSN	15	100	35	Added Effect: Poisons opponent (30% success).	
Pound	NRM	40	100	35	No special properties.	
Powder Snow	ICE	40	100	25	Added Effect: Freezes opponent (10% success).	
Present	NRM	—	90	15	Randomly deals 40, 80, or 120 damage, or refills 80 HP.	
Protect	NRM	—	100	10	Protects from any attack. If used again, success rate decreases.	TM17
Psybeam	PSY	65	100	20	Added Effect: Confuses opponent (10% success).	
Psych Up	NRM	—	100	10	Copies Status changes of opponent.	TM9
Psychic	PSY	90	100	10	Added Effect: Reduces opponent's Special Defense (10% success).	TM29
Psywave	PSY	—	80	15	Does random damage between 1 point and 1.5 x user's level.	
Pursuit	DRK	40	100	20	When oppt. Changes Pokémon, it hits that Pokémon for 2X damage.	
Quick Attack	NRM	40	100	30	Always hits before opponent, regardless of Speed.	
Rage	NRM	20	100	20	If used continuously, Power grows as user is damaged.	
Rain Dance	WTR	—	100	5	Raises Power of Water-type attacks for 5 turns. Fire is half damage.	TM18
Rapid Spin	NRM	20	100	40	Escapes from continuous moves like Bind and Leech Seed.	
Razor Leaf	GRS	55	95	25	Likely to become a critical hit.	
Razor Wind	NRM	80	75	10	2nd turn attack – Likely to become a critical hit.	
Recover	NRM	—	100	20	Refills 1/2 of Max HP.	
Reflect	PSY	—	100	20	Reduces damage from opponent's non-Special attacks by 1/2 for 5 turns.	
Rest	PSY	—	100	10	Recovers HP completely user Sleeps for next two turns.	TM44
Return	NRM	—	100	20	Gains Power based on how happy user is.	TM27
Reversal	FTG	—	100	15	Gains power based on how little HP user has.	
Roar	NRM	—	100	20	Forces oppt to switch Pokémon./Field: Ends battle vs. wild Pokémon	TM5
Rock Slide	RCK	75	90	10	Added Effect: Opponent Flinches (30% success).	
Rock Smash	FTG	20	100	15	Added Effect: Reduces oppt.'s Defense/Field: Smash Rocks.	TM8
Rock Throw	RCK	50	90	15	No special properties.	
Rolling Kick	FTG	60	85	15	Added Effect: Opponent Flinches (30% success).	
Rollout	RCK	30	90	20	Attacks for 5 turns. Power increases each turn until misses. If used after Defense Curl, 2x damage.	TM4
Sacred Fire	FIR	100	95	5	Added Effect: Burns opponent (50% success). Able to use if frozen. Thaws out user.	
Safeguard	NRM	—	100	25	Protects all Pokémon from status conditions for 5 turns.	
Sand-Attack	GRD	—	100	15	Reduces opponent's Accuracy.	
Sandstorm	RCK	—	100	10	Hurts both Pokémon each turn, except Rock, Steel & Ground-types.	TM37
Scary Face	NRM	—	90	10	Greatly reduces opponent's Speed.	
Scratch	NRM	40	100	35	No special properties.	
Screech	NRM	—	85	40	Greatly reduces opponent's Defense.	
Seismic Toss	FTG	—	100	20	Deals damage equal to users level, regardless of Type and Defense.	
Selfdestruct	NRM	200	100	5	After using this move user faints.	
Shadow Ball	GHO	80	100	15	Added Effect: Reduce oppt.'s Special Defense (20% success).	TM30
Sharpen	NRM	—	100	30	Raises user's Attack.	
Sing	NRM	—	55	15	Puts opponent to Sleep.	
Sketch	NRM	—	100	1	Permanently copies the last technique used by oppt.	
Skull Bash	NRM	100	100	15	2nd turn attack, also raises users Defense.	
Sky Attack	FLY	140	90	5	2nd turn attack.	
Slam	NRM	80	75	20	No special properties.	
Slash	NRM	70	100	20	Likely to become a critical hit.	
Sleep Powder	GRS	—	75	15	Puts opponent to Sleep.	
Sleep Talk	NRM	—	100	10	Randomly uses one of user's techniques when Asleep.	TM35

ATTACKS IN WHITE ARE SPECIAL ATTACKS

Attacks & Abilities

TECHNIQUES	TYPES	PWR	ACC	PP	ATTACK DESCRIPTIONS	HM/TM
Sludge	PSN	65	100	20	Added Effect: Poisons opponent (30% success).	
Sludge Bomb	PSN	90	100	10	Added Effect: Poisons opponent (30% success).	TM36
Smog	PSN	20	70	20	Added Effect: Poisons opponent (50% success).	
Smokescreen	NRM	—	100	20	Reduces opponent's Accuracy.	
Snore	NRM	40	100	15	Added Effect: Oppt. Flinches (30% success) Use only while Asleep.	TM13
Softboiled	NRM	—	100	10	Refills 1/2 of Max HP/Field: Shares 1/5 of own HP with team.	
Solarbeam	GRS	120	100	10	2nd turn attack. If sunny no difference. If raining half damage.	TM22
Sonicboom	NRM	20	90	20	Deals 20 damage, regardless of Type and Defense.	
Spark	ELC	65	100	20	Added Effect: Paralyzes opponent (30% success).	
Spider Web	BUG	—	100	10	Opponent can't escape while user is in battle.	
Spike Cannon	NRM	20	100	15	Attacks 2-5 times in one turn.	
Spikes	GRD	15	100	20	Caues damage whenever opponent substitutes Pokémon.	
Spite	GHO	—	100	10	Reduces PP of opponent's last used move by 2-5.	
Splash	NRM	—	100	40	Does absolutely nothing.	
Spore	GRS	—	100	15	Puts opponent to Sleep.	
Steel Wing	STL	70	90	25	Added Effect: Raises user's Defense (10% success).	TM47
Stomp	NRM	65	100	20	Added Effect: Opponent Flinches (30% success). 2x damage against minimized opponents.	
Strength	NRM	80	100	15	Field: Allows you to push rocks.	HM 4
String Shot	BUG	—	95	40	Reduces opponent's Speed.	
Struggle	NRM	50	100	N/A	1/4 of damage also dealt to user, All Pokémon gain this when out of PP.	
Stun Spore	GRS	—	75	30	Paralyze opponent.	
Submission	FTG	80	80	25	1/4 of damage also dealt to user.	
Substitute	NRM	—	100	10	Creates clone with 1/4 of user a HP, clone blocks until K.O.'ed.	
Sunny Day	FIR	—	100	5	Raises Power of Fire-type attacks for 5 turns. Half damage for water attacks. No chance of being frozen.	TM11
Super Fang	NRM	—	90	10	Reduces opponent's HP by 1/2.	
Supersonic	NRM	—	55	20	Confuses opponent.	
Surf	WTR	95	100	15	Field: Allows you to swim on water.	HM 3
Swagger	NRM	—	90	15	Confuses opponent but greatly raises opponent's Attack.	TM34
Sweet Kiss	NRM	—	75	10	Confuses opponent.	
Sweet Scent	NRM	—	100	20	Reduces opponent's Evasion/Field: Attracts wild Pokémon.	TM12
Swift	NRM	60	100	20	Always hits (except during opponent's Dig, Fly, etc.).	TM39
Swords Dance	NRM	—	100	30	Greatly raises user's Attack.	
Synthesis	GRS	—	100	5	Refills HP. Efficacy changes based on time of day. If sunny 2x damage. If raining or in a sandstorm then half damage.	
Tackle	NRM	35	95	35	No special properties.	
Tail Whip	NRM	—	100	30	Reduces opponent's Defense.	
Take Down	NRM	90	85	20	1/4 of damage dealt is also dealt to user.	
Teleport	PSY	—	100	20	Field:Escape from wild Pokémon/Return to last Pokémon Center.	
Thief	DRK	40	100	10	Added Effect: Steals any item held by opponent.	TM46
Thrash	NRM	90	100	20	Attacks 2-3 turns in a row, then user becomes Confused.	
Thunder	ELC	120	70	10	Added Effect: Paralyzes opponent (10% success). Can hit opponent in air. 100% accurate if raining..	TM25
Thunder Wave	ELC	—	100	20	Paralyzes opponent.	
Thunderbolt	ELC	95	100	15	Added Effect: Paralyzes opponent (10% success).	
Thunderpunch	ELC	75	100	15	Added Effect: Paralyzes opponent (10% success).	TM41
Thundershock	ELC	40	100	30	Added Effect: Paralyzes opponent (10% success).	
Toxic	PSN	—	85	10	Opponent is Poisoned. Poison damage increases each turn.	TM6

ATTACKS IN WHITE ARE SPECIAL ATTACKS

Attacks & Abilities

TECHNIQUES	TYPES	PWR	ACC	PP	ATTACK DESCRIPTIONS	HM/TM
Transform	NRM	—	100	10	User becomes copy of opponent, but keeps owns stats.	
Tri Attack	NRM	80	100	10	Added Effect: Paralyzes, Burns, or Freezes oppt. (20%).	
Triple Kick	FTG	10	90	10	Attacks 3X in one turn, Power increases each turn until misses.	
Twineedle	BUG	25	100	20	Attacks twice, Added Effect: Poisons opponent (20% success).	
Twister	DRA	40	100	20	Added Effect: Opponent Flinches (20% success). 2x damage against Pokémon using fly.	
Vicegrip	NRM	55	100	30	No special properties.	
Vine Whip	GRS	35	100	10	No special properties.	
Vital Throw	FTG	70	100	10	Always attacks second, will always hit.	
Water Gun	WTR	40	100	25	No special properties.	
Waterfall	WTR	80	100	15	Field: Can swim up waterfalls.	HM 7
Whirlpool	WTR	15	70	15	Traps and attacks opponent for 2-5 turns/Field: Clears whirlpools.	HM 6
Whirlwind	NRM	—	100	20	Ends battle vs. wild Pokémon/Forces oppt. To switch Pokémon. Will hit Pokémon using fly.	
Wing Attack	FLY	60	100	35	No special properties.	
Withdraw	WTR	—	—	40	Raises user's Defense.	
Wrap	NRM	15	85	20	Traps and attacks opponent continuously for 2-5 turns.	
Zap Cannon	ELC	100	50	5	If it hits, Paralyzes opponent.	TM7

ATTACKS IN WHITE ARE SPECIAL ATTACKS

TMs & HMs

TECHNICAL MACHINES

01 Dynamicpunch
02 Headbutt
03 Curse
04 Rollout
05 Roar
06 Toxic
07 Zap Cannon
08 Rock Smash
09 Psych Up
10 Hidden Power
11 Sunny Day
12 Sweet Scent
13 Snore
14 Blizzard
15 Hyper Beam
16 Icy Wind
17 Protect
18 Rain Dance
19 Giga Drain
20 Endure
21 Frustration
22 Solarbeam
23 Iron Tail
24 Dragonbreath
25 Thunder
26 Earthquake
27 Return
28 Dig
29 Psychic
30 Shadow Ball
31 Mud-Slap
32 Double Team
33 Ice Punch
34 Swagger
35 Sleep Talk
36 Sludge Bomb
37 Sandstorm
38 Fire Blast
39 Swift
40 Defense Curl
41 Thunderpunch
42 Dream Eater
43 Detect
44 Rest
45 Attract
46 Thief
47 Steel Wing
48 Fire Punch
49 Fury Cutter
50 Nightmare

HIDDEN MACHINES

01 Cut
02 Fly
03 Surf
04 Strength
05 Flash
06 Whirlpool
07 Waterfall

TOP SECRET

GBTOWER UPGRADES

The GB Tower gives you the convenience of playing your favorite Pokémon Game Boy cartridges on your TV, but you can speed up the action in the GB Tower by completing various tasks. Imagine being able to run through a huge forest instead of walking slowly!

To get the Doduo Mode (double speed) from Red, Yellow or Blue, beat the Gym Leader Castle or Staduim Cups in Round 1. When you've done this you'll see a Doduo sticker on the Game Boy of the GB Tower.

To get the Dodrio Mode (hyper speed) from Gold or Silver, beat the area mentioned above. You'll see a Dodrio sticker on the Game Boy of the GB Tower when you've received this special mode.

SUPER MACHINE

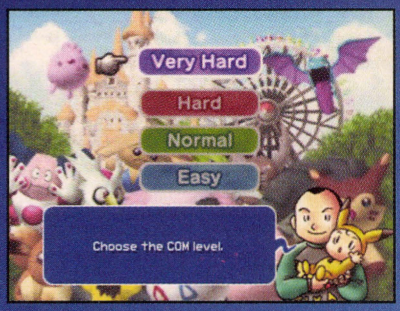
If you can conquer the Elite Four and Lance you'll make a Super Machine appear that will let you choose one of your Pokémon, and teach him any move he can learn, including reviving any move you may have replaced with another move.

This must be a non-registered, non-rental set of Pokémon. The Super Machine will appear again each time you beat the Gym Leader Castle in either Round again, but it must be a non-registered, non-rental set of Pokémon.

RIVAL BATTLE

You can unlock a special battle arena in the bottom-right corner of the main map once you have earned all of the Stadium Cups in Round 1 or 2 and defeated the Gym Leader Castle. Inside you'll find your Rival waiting with three powerful Pokémon (Mewtwo, Lugia and Ho-oh). The good news is you get to bring in any six Pokémon of your choice to pound him into the ground. See the end of the Stadium Battles chapter for more information on the Rival Battles.

MINI-GAME VERY HARD MODE



The Mini-Games in Pokémon Stadium 2 are a blast to play alone, against the computer, or with up to three of your best friends. When playing against the computer you can choose to play on Easy, Medium or Hard difficulty levels. If you play the Hard level against the computer players on a seven coin game, and win, you'll open up Very Hard Mode. Some of the games aren't much harder, but others become nearly impossible, like Egg Emergency and Topsy-Turvy.

NEW TITLE SCREENS

There are two alternate titles screens from the one you first see when you turn your Nintendo 64 on. To see the other title screens, you must learn all of the Cups in the Stadium Battles. There is a special screen after Round 1 and another after Round 2.

EARN SUPER-RARE POKéMON

There are two Pokémon you can earn that have special moves they normally can't learn. You can earn a Farfetch'd with Baton Pass, and a Gligar with Earthquake. Both of these are earned when you defeat your Rival in a special battle. See the Rival Battles section at the end of the Stadium Cups chapter for more information.

SUPER COMBOS

Here are a few combos they didn't teach you in the Classroom. Use these for an extra boost against your opponent and they won't know what hit them!

DEFENDING AGAINST A COMBO

If someone is using a combo that includes the use of an item, you can use thief to try to steal that item.

CURSE

If someone who is not Ghost uses Curse, it makes their Speed go down but raises their Physical Attack and Defense. Therefore, if you use Double-Edge after you use Curse your Attack will be high but so will your Defense, so you'll take minimal damage.

Also, if you use an attack that attacks first like Extremespeed, Quick Attack and Mach Punch after Curse, it'll be a powered up attack, and the speed reduction caused by Curse won't be a factor. (Arcanine is the only one with Extremespeed)

QUICK CLAW

Slow Pokémon usually have Strong moves but don't attack first, so if you use Quick Claw you have a chance of going first.

PSYCH UP/ SWAGGER SWITCH-A-ROO

Use Psych Up so your opponent's moves that benefit their Pokémon's stats will also benefit yours. Psych Up copies opponent's current stats but not future ones. Use Swagger then Pych Up to confuse your opponent, and increase their Attack strength, which will also now increase your Attack strength.

ICY WIND/FLINCH COMBO

When you use Icy Wind, it lowers your opponent's Speed. Follow it up with moves that will make your opponent flinch, like Rock Slide and Stomp (since you should be able to go first).

SAFEGUARD AND CONDITION CAUSING ATTACKS

Use Safeguard before using attacks like Thrash, Outrage and Petal Dance, then you won't be affected by the bad effects of your own attack.

SCOPE LENS AND AN ATTACK THAT ALWAYS GOES FIRST

Scope Lens gives you a good chance of making a critical hit. Combine it with an attack move that goes first, which are usually not very strong, and you may score big with a critical hit.

SUPER TEAMS

We've listed our favorite teams to take into battle for the various Stadium Cups, Gym Leader Castle or one-on-one with your friends. You can use them or modify them by substituting in your favorite Pokémon. The key to a powerful team is diversity in abilities and diversity in Pokémon types. All are Level 100, but most will work with lower levels.

SUPER TEAM #1

SNORLAX
(Normal)
Rest,
Belly Drum,
Sleep Talk,
Body Slam.
Item: Mint Berry.

JOLTEON
(Electric)
Thunder Wave,
Agility,
Thunder,
Roar.
Item: Magnet.

EXEGGUTOR
(Grass/Psychic)
Sleep Powder,
Confusion,
Solarbeam, Psychic.
Item: Twistedspoon

AERODACTYL
(Rock/Flying)
Earthquake, Roar,
Ancientpower,
Fire Blast.
Item: Scope Lens.

POLIWRATH
(Water/Fighting)
Belly Drum,
Hydro Pump,
Dynamicpunch,
Mind Reader.
Item: Black Belt.

GENGAR
(Ghost/Poison)
Confuse Ray,
Destiny Bond,
Shadow Ball,
Psychic.
Item: Spell Tag.

SUPER TEAM #2

TAUROS
(Normal)
Fire Blast,
Blizzard,Rest,
Sleep Talk.
Item: Quick Claw.

TYRANITAR
(Rock/Dark)
Earthquake,
Crunch, Surf,
Rock Slide.
Item: Focus Band.

STARMIE
(Water/Psychic)
Recover, Psychic,
Hydro Pump,
Blizzard.
Item: Scope Lens.

DRAGONITE
(Dragon/Flying)
Thunder, Blizzard,
Fire Blast, Surf.
Item: Gold Berry.

KINGDRA
(Water/Dragon)
Blizzard, Swagger,
Hydro Pump,
Dragonbreath.
Item: Mystic
Water.

JUMPLUFF
(Grass/Flying)
Synthesis,
Solarbeam,
Cotton Spore,
Giga Drain.
Item: Miracle Seed.

SUPER TEAM #3

MEW
(Psychic)
Psychic,
Ancientpower,
Mega Punch,
Shadow Ball.
Item: Focus Band.

MEWTWO
(Psychic)
Psychic, Recover,
Safeguard,
Thunder.
Item: Twistedspoon.

LUGIA
(Psychic/Flying)
Aeroblast,
Hydro Pump,
Recover,
Whirlwind.
Item: Scope Lens.

HO-OH
(Fire/Flying)
Sacred Fire,
Recover,
Earthquake,
Giga Drain.
Item: Quick Claw.

SUICUNE
(Water)
Hydro Pump,
Roar, Blizzard,
Rain Dance.
Item: Mystic
Water.

RAIKOU
(Electric)
Thunder,
Crunch, Roar,
Iron Tail.
Item: Magnet.

Combat Type Chart

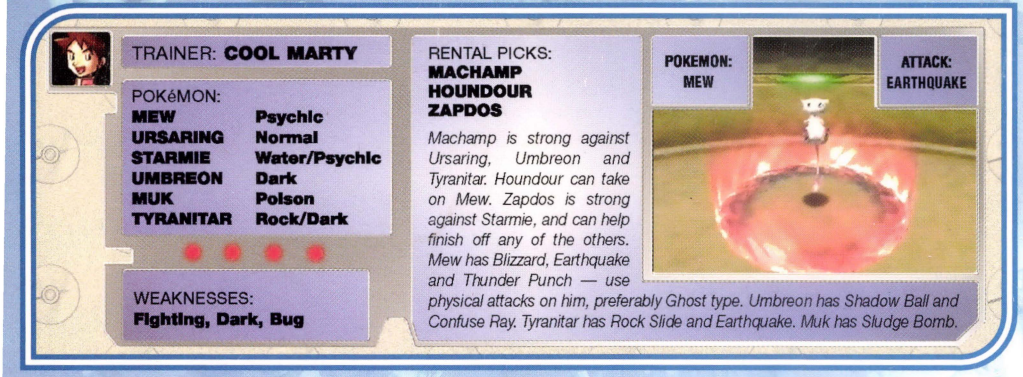
The key to a quick victory in any battle, whether against a computer opponent or one of your friends, is to use the right Pokémon type against your competitor. Refer to this chart frequently! Knowing how the types interact is the key to becoming a master Pokémon trainer.

Attacking Type → / Defending Type ↓	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Pyshcic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal													Weak	Can't Hit			Weak
Fire		Weak	Weak		Strong	Strong						Strong	Weak		Weak		Strong
Water		Strong	Weak		Weak				Strong				Strong		Weak		
Electric			Strong	Weak	Weak				Can't Hit	Strong					Weak		
Grass		Weak	Strong		Weak			Weak	Strong	Weak		Weak	Strong		Weak		Weak
Ice		Weak	Weak		Strong	Weak			Strong	Strong					Strong		Weak
Fighting	Strong					Strong		Weak		Weak	Weak	Weak	Strong	Can't Hit		Strong	Strong
Poison					Strong			Weak	Weak				Weak	Weak			Can't Hit
Ground		Strong		Strong	Weak			Strong		Can't Hit		Weak	Strong				Strong
Flying				Weak	Strong		Strong					Strong	Weak				Weak
Psychic							Strong	Strong			Weak					Can't Hit	Weak
Bug		Weak			Strong		Weak	Weak		Weak	Strong			Weak		Strong	Weak
Rock		Strong				Strong	Weak		Weak	Strong		Strong					Weak
Ghost	Can't Hit										Strong			Strong		Weak	Weak
Dragon															Strong		Weak
Dark							Weak				Strong			Strong		Weak	Weak
Steel		Weak	Weak	Weak		Strong							Strong				Weak

Damage Modifiers:

- Strong x 2 (Double damage)
- Weak x 0.5 (Half damage)
- Can't Hit x 0 (No damage)
- Critical Hit x 2 (Double damage)
- Skill is same type as user* x 1.5 (Plus 50% damage)

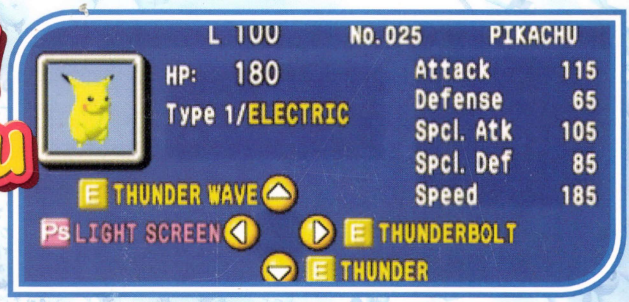
*If a Pokémon has two types, attacks get a 25% (x 1.25) bonus. Normal attacks do not get a same-type bonus.


TRAINER: COOL MARTY
POKéMON:
MEW Psychic
URSARING Normal
STARMIE Water/Psychic
UMBREON Dark
MUK Poison
TYRANITAR Rock/Dark
WEAKNESSES:
Fighting, Dark, Bug
RENTAL PICKS:
MACHAMP
HOUNDOUR
ZAPDOS
Machamp is strong against Ursaring, Umbreon and Tyranitar. Houndour can take on Mew. Zapdos is strong against Starmie, and can help finish off any of the others. Mew has Blizzard, Earthquake and Thunder Punch — use physical attacks on him, preferably Ghost type. Umbreon has Shadow Ball and Confuse Ray. Tyranitar has Rock Slide and Earthquake. Muk has Sludge Bomb.
POKEMON: MEW
ATTACK: EARTHQUAKE

Comprehensive, master-level strategies for both rounds of the Stadium Battles!

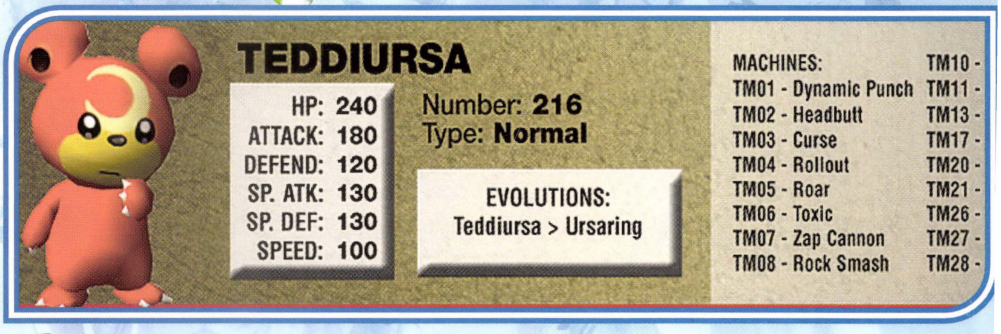
Classroom student battle analysis!

The Only Guide You Need!!



Teambuilding tactics & battle-ready sample teams!

Train your Pokémon with every move it can learn!



Defeat your rival in both rounds!

Complete, 251-Pokémon PokéDex with full statistic listings, all HMs, and all TMs!

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